

Mice *and* Mystics



Book One

Sorrow & Remembrance

Introduction

This is a Mice and Mystics story book. In its pages you will find instructions on how to setup each chapter and special rules for playing out the chapter, including information on how you win and lose that chapter.

Each chapter of a story book is intended to be played through as a single game session of Mice and Mystics. Players can play through an entire story book, chapter by chapter, over multiple game sessions. This is called playing the story as a campaign.

Sorrow and Remembrance starts off with a prologue. If you are going to be playing through Mice and Mystics as a campaign, we suggest you have someone read the prologue aloud to all the players prior to playing the first chapter.

Room Tile Rules Types

Special circumstances will abound as you play through each chapter. This gives us the opportunity to inject the game with juicy, narrative flavor. This story book breaks down these special circumstances into a series of rules types as follows:

Special Search: Some tiles or spaces will allow players to find a specific item in the search deck. To perform a special search follow all of the same rules for performing a regular search, but instead of drawing a card from the search deck, look through the deck for the special search card and then shuffle the search deck. Once a special search has been successfully performed, that specific special search cannot be performed again during that game session.

Special Surge: A special surge always takes place instead of the surge listed on the current encounter card.

Special Setup: When exploring (moving into) a room tile that has a special setup, follow the special setup instructions instead of drawing an encounter card.

Special Rule: Some tiles will have rules that apply when the mice are interacting with that tile.

Story Moment: Story moments will trigger when something specific happens in the game, like exploring a certain tile. Story moments always come with a section of text to be read aloud to the players. Some story moments even give the players a reward for triggering them.

Optional Side Plot: Sometimes players will be presented with an opportunity to complete a task that is not necessary to complete the chapter. These side plots often come with a reward for completing them.

Campaign Special Rules

When playing through Sorrow and Remembrance as a campaign follow these rules.

Meeps: The Meeps ability card cannot be chosen as a mouse's ability until after Chapter 3.



Sorrow Blade: Do not put the Sorrow Blade search card in the search deck. Players will only gain use of it through conditions laid out in this story book.



Ring of Remembrance: Do not put the Ring of Remembrance search card in the search deck. Players will only gain use of it through conditions laid out in this story book.





Prologue:

Bedtime for Tip

Choose a player to read the following aloud:

Daz Bellows gave his son a stern wag of the finger. "Into the bed with you boy!" he said gruffly. Little Tip gave a hefty yawn and a stretch, and then climbed into his straw nest, his tail curling around him. Outside the tree, the wind was howling, and the snow was forming mounds. But inside it was warm and dry, and Daz tucked Tip in with a thick blanket. "That's my lad," he said softly, and fluffed the scruffy fur between Tip's mouse ears. "Dream of spring and pretty things that bloom." He turned to blow out the enormous candle that stood in the corner of the bedroom, but Tip sat up.

"Don't leave yet, Papa," he said. "The wind is fearsome tonight. Stay with me and tell me a story." Daz arched an eyebrow.

"A story, eh? And which one do you have in mind?" Tip's tail twitched with excitement.

"Tell me the story of brave Prince Collin and the Kingdom of Men!" Daz chuckled and settled into the walnut shell rocker that sat near the nest. Candlelight danced over the face of his excited son.

"Very well mouseling," he sighed. "Lay back down and I shall tell it. Our story begins with a young human whose age was not dissimilar to your own. But the story does not begin in winter — oh no! It begins in a rich and beautiful summer." And so Daz began the story, reciting it word for word with all the proper flourish, just as it had been told to him by his own Pap many nights long ago.

Once upon a time there was a kingdom of men, and it was ruled by good King Andon. King Andon was a kind and generous man and loved by all his people. But he was lonely as well, for he had to raise his son Prince Collin all alone. Prince Collin had grown into a fine young man, and the king was very proud of him, yet the king missed his queen who had passed away many years ago.



King Andon spent much of his time with his advisors, and together they decided on how to best rule the kingdom and protect its people. They would order the construction of important buildings, ensure that food was plentiful, and forge alliances with neighboring lands such as wealthy Nextor.

But one summer day, a visitor from a faraway land arrived at the castle. She was heralded by dark skies and a chill wind. She was Vanestra, beautiful queen of an unheard of land called Dahrklend. She had traveled with a contingent of several hundred soldiers dressed in jet black mail, and she was escorted by King Andon's long-time friend, a pointy-faced man with a curiously curled mustache named Captain Vurst. Vurst claimed to have met the queen during his travels and insisted she come to meet the king.

Vanestra's visit seemed to lift King Andon's melancholy, and for this everyone in the castle was grateful. A mere fortnight after her arrival, King Andon proclaimed his love for Vanestra. Collin and the king's advisors found this troubling. The following week the king announced his intentions to marry Vanestra. Collin and the king's advisors found this even more troubling.



The marriage announcement brought dark days with it, and King Andon fell ill. His malady was mild at first — little more than a raspy cough and fatigue — but soon he paled and could not leave his bed. Tilda, the castle's healer, used all of the arts at her disposal, but no remedy that she knew of could relieve the king. She could only shake her head and say, "There is something strange afoot."

As the king's illness grew, he began to struggle with even ruling from his bedchamber, and so he began to pass authority to Vanestra. The dark queen put Captain Vurst in charge of the house guard, and he replaced most of the garrison with Vanestra's own cruel soldiers, men who bullied and bothered the household staff. Soon most of the staff had fled the castle, save those such as kindly Miz Maggie the cook. At night strange noises echoed down the empty castle hallways and Miz Maggie could only shake her head and say, "There is something strange afoot."

During the day Vanestra could be seen gliding through the castle, scolding her soldiers who seemed able to do little more than brawl and break things. The queen spent much time visiting the castle's forge, from which came the sounds of hammering and hissing steam. Maginos, the castle's mystic would stroke his beard and say, "There is something strange afoot."

Soon Prince Collin could take no more, and so he summoned the king's closest advisors to a secret council in Maginos' laboratory. Burly Nez Bellows the tinkerer was there, newly evicted from the forge where he had toiled for many years. Tilda the healer was there, as was

old Maginos himself, he who had served Collin's family for generations. Together, the four hatched a plan to drive Vanestra and her men from the castle and back to whatever terrible land they had come from.

But they were too late.

The doors to the laboratory were kicked open, and there stood Captain Vurst and a great many of his guard. The four were arrested for conspiring against the king, and Captain Vurst smiled cruelly when they were thrown into the castle dungeons alongside the worst scamps the kingdom had to offer.

When they had been left alone, only Maginos seemed undeterred. He linked his fingers in a strange way, puffed up his chest, and blew into his hands. He let loose a high whistle, and a few minutes later the whistle was answered by the appearance of his pet — Meeps, the tiny ruby red dragon. Meeps flew in unseen, high above the heads of the guards, and he flitted through the bars and landed on Maginos' hands. In his little jaws was a single strand of jet black hair. Maginos patted Meeps on the head and held the hair aloft for all to see.

"This is a strand of Vanestra's hair," he told them. "She is clearly a magical being of great power. This hair contains enough energy to allow us to transform, thus enabling our escape. But what mundane creatures should we change into? Whatever it is, we will have no means of turning ourselves back." Collin and his companions fell silent, unhappy at the prospect of not being humans.

"Mice," said a voice from the shadows. It was Filch, the notorious thief. He had spent most his life robbing the good people of the kingdom until King Andon's sheriffs had finally caught him. He now shared their cell. "We could escape into the sewers from here," he said, pointing to a small grate on the flagstone floor in the nearby room.

"No one asked you, scamp," growled Nez. Suddenly, there was a noise from the guard room.

"There is no time for argument!" shouted Maginos. He waved his free hand over Vanestra's hair, muttering ancient words that time has since forgotten. Glowing motes of blue light fell from the hair as if they were water, and they began to swirl along the floor as if blown by unseen gusts. Soon the jail cell was filled with a brilliant maelstrom of supernatural power, and then without warning, it burst and vanished. And where there had been five prisoners in the cell, there were now but five tiny mice.

"Well, bother!" squeaked Nez.



Chapter One:

Flight to Barksburg

Choose a player to read the following aloud:

Prince Collin and his companions marveled at their new diminutive bodies and at the once familiar castle that now loomed over them like the home of a giant. Maginos snapped them from their reverie. "We must move at once!" he hissed. The party quickly scurried through the bars of the cell, their delicately padded feet making nary a noise. They passed under the chair of a sleeping guard and made for the large bag that rested against a nearby wall. Captain Vurst had bagged the weapons and other items his men had confiscated from them in the arrest.

"Claim your belongings," whispered Maginos as he and Tilda opened the bag. "You must make your claim aloud, but remember to be quiet." Prince Collin leapt into the sack and quickly found his sword that was now many times too large for him to use.

"This is mine," he whispered, and instantly the sword shrunk to fit his miniscule hands. Soon Collin, Tilda, Nez, and Maginos had all rearmed and reequipped themselves. When they climbed out of the bag, they found Filch grinning and holding a newly acquired dagger in his tail.

"Now where did ya get that ya little sneak?" Nez demanded. Filch jerked a thumb back at the sleeping guard.

"He won't miss it," said Filch. "Or do you want to climb up and give it back?"

"You cannot," said Maginos. "The enchantment has ended and now our possessions are as permanently changed as we are." Suddenly a shout of alarm arose from the cell they just escaped from, and the sleeping guard awoke with a jolt. "Quickly, to the sewers!" shouted Maginos.



"Mice!" shouted the newly awoken guard, and then, "Now, wait a tick... mice! They's mice!" The companions made a dash for the sewer grate, but stopped dead in their tracks when a terrible scream came from behind them. Turning, they watched in horror as the jail guards began to shrink and change shape, their bodies and clothing warping.

"Vanestral!" Prince Collin cried. "She knows!"

Chapter Objective

Escape the castle by getting all mice to the old gnarled tree space in the courtyard before the hourglass marker reaches the chapter end marker on the chapter track.

Victory Condition

Clear the courtyard tile of minions and get all uncaptured mice onto the tree entrance space on the courtyard tile.

Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice have made it to the tree entrance space, or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Lily cannot be one of the 4 mice selected for this chapter as she has not yet joined the group.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 3 tiles as shown below: Guard Room, Kitchen Tunnels, and Tunnel Entrance. Place the 4 mice being used in this chapter on the start space marked below. Place 3 rat warriors on the Guard Room tile normally. (see 'Placing Minions on the Board' on page 14 of the rulebook).



The white mouse head icon represents the start space.

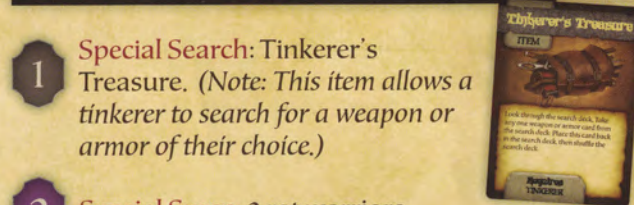
Special Chapter Rules

Guard Room



Whole tile:

2



1 Special Search: Tinkerer's Treasure. (Note: This item allows a tinkerer to search for a weapon or armor of their choice.)

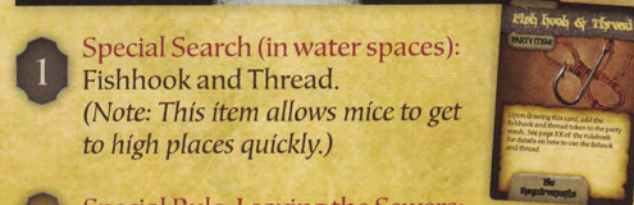
2 Special Surge: 2 rat warriors.

Sewer



Whole tile:

2



1 Special Search (in water spaces): Fishhook and Thread. (Note: This item allows mice to get to high places quickly.)

2 Special Rule: Leaving the Sewers: Before a mouse can use an explore action on an

exit area to leave the Sewers tile, all other mice must be on the same side of the water as the exploring mouse.

Kitchen Tunnels



Whole tile:

1

1 Story Moment: When the mice explore the Kitchen Tunnels, choose a player to read the following aloud:

Nez held his chin and observed the gloomy tunnels the mice had entered. "I would guess these tunnels are mouse-made," he mused, "dug out who knows how many centuries ago." Suddenly a familiar cry echoed down the tunnels from faraway.

"That's Miz Maggie's voice!" cried Collin.

"We must be near the kitchens," observed Tilda. "The dear woman sounds distressed. Let us find her with all haste."

2 Optional Side Plot: Applies to the flip space. Save Miz Maggie: After clearing the Kitchen Tunnels of minions, the mice may choose to use the flip location on that tile to travel up into the Kitchen where they can attempt to warn Miz Maggie of Vanestra's treachery, or the mice may avoid this danger for now, choosing instead to move along to the Tunnel Entrance tile. (Note: Helping Miz Maggie will get players the Miz Maggie Ally story achievement, which could help in later chapters)



Kitchen



Whole tile:

1

2

3

5

1 Story Moment: When the mice explore the Kitchen, choose a player to read the following aloud:

Filch pushed the loose tile aside, and the party poked their heads up from the floor. The kitchens lay before them with Miz Maggie towering above everything. The fastidious older woman appeared to have been in the act of scrubbing floors, but now was desperately trying to squash pesky roaches that had invaded her kitchen.

"Let's help her!" said Collin, leaping up bravely with his sword."

"Perhaps we should talk about this," said Filch.

"Scared, Filch?" Nez chided. An ear-splitting scream froze them all in their tracks, and suddenly Miz Maggie's shadow fell over their hiding place on the floor.

"Miiiiiiiiice!" she screamed.

"Yes," said Filch. "Very scared."

2 Special Setup: Place 6 roach figures normally, but only on the minion entry spaces on the kitchen floor. Place 6 cheese tokens and 2 more roaches on the kitchen counter special area.

3 Special Surge: Brodie.

4 Special Rule: Hungry Roaches: While there is cheese and no mice on the counter top, the roaches there will not move as usual toward the mice. Instead, they will attempt to eat the cheese on the countertop. Roll an action die for each roach on the counter top that is eating cheese.

Remove 1 cheese token for each cheese rolled and place it on the minion wheel. If there are no more cheese tokens on the counter top, the roaches return to their normal behavior.

- 5 Special Rule: Gaining Miz Maggie's Attention:** When a mouse defeats a roach, roll a die, if a ★ is NOT rolled, Miz Maggie swats that mouse with her mop. That mouse becomes knocked down and the roach that was just defeated is placed on the kitchen counter space. If a ★ IS rolled, the mice have successfully captured Miz Maggie's attention. The party receives the Miz Maggie Ally story achievement token. Advance the chapter end marker 1 page on the chapter track. Once the party has the Miz Maggie ally token, do not roll to gain Miz Maggie's attention any longer.

Courtyard



- 1 Story Moment:** When the mice explore the Courtyard, choose a player to read the following aloud:

The mice burst from a miniscule crack in the castle wall and out into the harsh brightness of the courtyard. Collin shielded his eyes from the glaring sun then nodded to the old gnarled oak that grew tall and twisting on the opposite side. "I climbed that tree many times as a child," he said. "I doubt I shall be able to climb it again like this."

"You're not so old now, my lad," said Maginos, nudging him. "Besides, these new nails of ours are probably sharp enough for us to scamper right up its trunk."

"Perhaps we should take cover at the tree now," said Tilda, and she pointed at a section of stone wall that surrounded the courtyard. Perched atop the aging mortared stone was an enormous old crow. It cocked its head to look at the mice from one eye and then the other.

"To the tree!" cried Maginos.

- 2 Special Rule: Tree Entrance:** This space is the destination space for this chapter. A figure can only move onto or off of the tree entrance from the courtyard space adjacent to the hole in the trunk. All other courtyard spaces that share a border with the old gnarled tree are not considered adjacent. While on the tree entrance space, mice are safe from the old crow, but do not have a clear line of sight to any courtyard space other than the space adjacent to the hole. Minion figures cannot move onto the tree entrance space.

- 3 Special Rule: The Dastardly Old Crow:** When rolling to move a mouse or minion, if a player rolls a 1 on the action die, the old crow swoops on the moving figure causing 1 unblockable wound.

The Story Continues...

As the party neared the shadowy base of the old tree, they were startled by the shapes of several mice poking their furry heads up from the tall grasses.

"This way!" hissed a mouse, and the strangers quickly vanished into a small hole that opened beneath a twisting root. This new encouragement bolstered the spirits of the party, even as they heard the caw of the vicious old crow, and the terrified shriek of the Rat it claimed as prey.

They walked through the twisting tunnel carved in the wood of the old tree. There was still enough light falling in from the courtyard entrance behind them that Collin could see the young, friendly faces of their hosts. Both had crude spears carved from twigs, and the white one wore a breastplate made from a walnut shell.

"You're not from around here, are you?" asked the light brown field mouse.

"No," replied Collin, and he looked questioningly at Maginos. Maginos gave him an approving nod, and the prince said, "We are from the castle."

"Oh, I see," said the light brown mouse. His white companion leaned over to him and whispered a little too loudly.

"Castle mice ain't very smart is they?" he hissed, but his companion shushed him.

"I wouldn't recommend passing through the courtyard again during the day," continued the brown mouse. "Old Crow doesn't miss much, and his appetite is sizable."

"Well, thanks bunches fer givin' us a way out back there," said Nez. "Where are you lot from?"

"Barksburg," said the white mouse.

"And where is that?" asked Tilda.

"You're in it, lady!"

The walls of the tunnel gradually fell away, and the castle mice gasped in awe at the cavernous chamber that appeared before them. The cavern ran upward farther than their little mice eyes could see, though a small spot of sunlight seemed to peek down from high above. But the enormity of the cavern was dwarfed by the wonder of the mouse city that filled the tree, with little buildings everywhere, many built into the living wood itself. They were in a bustling marketplace, and everywhere there were wares seemingly pilfered from the castle. The air was rich with the aromas of grain, woodchips, and the natural musk of countless rodents.

Several guards joined the party, and Collin and his friends were lead to a mighty staircase that ran upward around the width of the cavern.

Mousey heads looked up and watched them as they traveled through the city. Filch clearly did not like having so many eyes on him at once.

"Did nothing wrong," he muttered to himself.

The stairway lead to a large manse that grew out of the tree wall, and waiting for the party on the landing was an elderly she-mouse. She dried her paws off on her apron, and her red eyes scanned the party as if searching for a particular face. One of the guards whispered in her ear, and she nodded approvingly.

"From the castle, eh?" she asked.

"Yes, ma'am," said Collin. "Er, yes, my lady?"

"No titles here, my castle mouse, though many call me 'Mother' out of affection. But my name is Linera, and I am the mayor of Barksburg."

"An impressive city, good lady," said Maginos, bowing to her. Linera smiled proudly at this, then wasted no time in bustling her visitors indoors, and filling their

wee hands with cheese crumbs and acorn cups of tea. But there was an anxious air about her.

"You have been most kind to us, Linera, but I see that something vexes you," observed Tilda. Linera smiled, but her little hands trembled.

"Our city lives off of what we forage from the castle," said the mayor. "This has never been an enterprise devoid of risk, but lately many of our best rangers have gone missing." A tear trickled down Linera's furry cheek. "Please," she begged. "Do you know what has happened to my daughter, Lily?"





Chapter Two: Lily's Tail

Choose a player to read the following aloud:

Prince Collin tightened the buckle of his belt, and adjusted the angle of his sword before throwing his crimson cloak over his shoulders. Nez sighed.

"Yer heart's in the right place, lad. I'll grant ya that. But goin' back inna that castle is folly."

"My father would go back," said Collin solemnly. "He would do the right thing."

"Aye, and for him it would be the right thing. Yer father is a veteran, whereas yer a boy untested."

"I'm a man grown, Nezi!"

"Perhaps, but yer as green as that grass out there."

It was then that old Maginos walked up, followed by Tilda and Filch.

"I'd say the boy's been tested fine," said Maginos. "And like the metal pounded upon the smith's anvil, we shall all either harden and grow strong or shatter into naught."

"Thanks for the encouragement, old man," muttered Filch.

"Maginos is right," said Tilda. "Collin has developed a real affinity for the Barksburgers, and I'd say our fate is now entwined with theirs. Besides, if the prince of our kingdom says we should rescue Linera's daughter, who among us has the right to say otherwise?"

Filch raised his hand but was ignored.

Outside the tree, the party was met by a throng of Barksburg mice, all there to shout encouragement to the would-be heroes.

"Pluck my whiskers," said Nez. "'Tis hard to begrudge such a friendly folk." A wee mouseling toddled out of the crowd to Maginos, and held up a four-leaf clover as big as himself.



"My thanks sweet child," said Maginos, taking the clover. "We shall surely have need of this where we are going."

Chapter Objective

Three mice enter the castle to find and rescue Lily. Lily's tail is caught in a mouse trap. The mice must make their way through and rescue Lily. Lily must survive until they arrive.

Victory Condition

If the mice defeat the minions on the Crystal Tunnels tile and release Lily, they rescue Lily and win the chapter.

Defeat Condition

If Lily receives enough wounds to be defeated, or if the hourglass marker reaches the chapter end marker on the chapter track before the mice have rescued Lily, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 5 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Lily must be one of the 4 mice selected for this chapter. In addition to Lily's standard starting equipment, she starts this chapter with 1 cheese in her stash and the Intense Cowering search card.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 3 tiles as shown below: Courtyard, Dining Hall Tunnels, and Crystal Tunnels.



Place a mousetrap token on the flip space located on the Crystal Tunnels tile, then place Lily on top of that mousetrap. Place the other 3 mice being used in this chapter on the start space marked above. Place 3 rat warriors on the Courtyard tile normally and place 1 roach on the Crystal Tunnels tile normally (see 'Placing Minions on the Board' on page 14 of the rulebook).

Special Chapter Rules

Lily Trapped

Lily starts this chapter separated from the rest of the party. Until Lily is released from the trap she is caught in, the following rules apply:

1. Lily is not considered part of the party.
2. Lily cannot move or search.
3. When placing minions from an encounter card, choose 1 small minion present in that encounter and do not place it, instead place a roach on the minion entry space farthest from Lily on the Crystal Tunnels tile. If an encounter includes only large minions a roach is still placed on the Crystal Tunnels tile.

Important Note

If the mice do not have a tinkerer in their party, they must stop in the Dining Hall and search for the Dinner Fork in order to rescue Lily from her trap.

Alchemist Chamber: The mice CANNOT explore the Alchemist Chamber in this chapter.

Courtyard



Whole tile:

2
4

- 1 **Special Rule: Tree Entrance:** A figure can only move onto or off of the tree entrance from the courtyard space adjacent to the hole in the trunk. All other courtyard spaces that share a border with the old gnarled tree are not considered adjacent. While on the tree entrance space, mice are safe from the old crow, but do not have a clear line of sight to any courtyard space other than the space adjacent to the hole. Minion figures cannot move onto the tree entrance space.

- 2 **Special Rule: The Dastardly Old Crow:** When rolling to move a mouse or minion, if a player rolls a 1 on the action die, the old crow swoops on the moving figure causing 1 unblockable wound.

- 3 **Special Search: Catnip.** Applies to spaces with toadstools. (Note: This item allows mice to get rid of Brodie instead of fighting him.)

- 4 **Special Surge:** 1 spider.



Dining Hall Tunnels

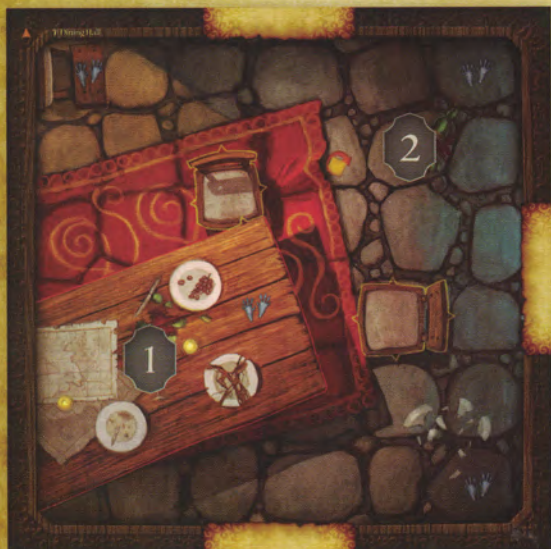


1 **Special Search:** Grape. (Note: This item can be used for roach bait or combined with the Dinner Fork to make a catapult.)



2 **Optional Side Plot:** Finding the Dinner Fork is an optional side plot. After clearing the Dining Hall Tunnels tile of minions the mice may choose to use the flip location on that tile to travel up into the Dining Hall where they can attempt to obtain the Dinner Fork. If the mice have a tinkerer in their party, or if they already have the Dinner Fork, they may choose to avoid this danger for now, choosing instead to move along to the Crystal Tunnels tile.

Dining Hall



Whole tile:

3

1 **Special Search:** Dinner Fork. (Note: The mice can use the Dinner Fork to free Lily from her trap.) If the mice find the Dinner Fork, immediately advance the chapter end marker 2 spaces on the chapter track.

2 **Special Search:** Whiskerfroth Elixir. (Note: This item will heal a mouse)



3 **Special Surge:** Brodie.

Crystal Tunnels



Whole tile:

1

2

4

1 **Special Setup:** Place Skitter-Clak and 3 rat warriors normally.

2 **Story Moment:** When the mice explore the Crystal Tunnels, choose a player to read the following aloud:

They approached the glowing tunnels with great caution, the eerie sapphire cast of those corridors setting their nerves on edge.

"It ain't natural, this glow," grumbled Nez.

"You are quite right, my friend," agreed Maginos.

And then, up ahead, they could just barely make out the form of a lithe mouse struggling. Her tail seemed stuck in the crossbar of a mousetrap, though her efforts did little to aid her escape.

"It's Lily!" said Collin, and the party ran towards her. But as they entered those crystal tunnels, their heads were suddenly filled with a strange vision. In it they saw a beautiful young woman, though she seemed sickly. Members of Tilda's order bustled around the young woman,

frantically tending to her. And then, as quickly as it had come, the vision was gone.

"What in blazes was that?" hissed Filch. Tilda and Nez exchanged nervous glances.

"Never mind for now," said Maginos. "We must get to Lily at once!"

3 **Special Rule: Releasing Lily:** A tinkerer (or any mouse if the Dinner Fork party item is available) on the same space as Lily may release her in place of its action. Until Lily is released, she is still considered alone, even if the other mice have reached her tile. Once released, discard the mousetrap token.

4 **Special Surge:** 1 rat warrior.





Chapter Three:

The Grapes of Rats

Choose a player to read the following aloud:

They were heroes among the Barksburg mice. But as nice as this was, the refugees knew they faced tough decisions. Collin hated the thought of his father languishing in Vanestra's vile clutches. Maginos too, worried over the evil queen's plans.

"She has something terrible in mind," he said one day as the party sat sipping straw cap tea in Linera's council chamber. "If Vanestra merely planned on taking over the kingdom, she would have waited for King Andon to marry her, after which she would have had him disposed." Nez and Tilda cried aloud in shock, but Maginos shook his head. "I am sorry my friends, but it is true. Fortunately for us, she does not seem to wish King Andon to die, yet this too is troubling, for I cannot fathom what designs her cruel mind has hatched."

"Then it is settled," Collin said. "We may only be three inches from tip to tail, but we must save my father and the kingdom from Vanestra's schemes, whatever they may be."

"I'm coming, too," said Lily. "It's the least I can do, what with you saving my life." She smiled at Collin and the prince hoped his mouse fur hid any blushing.

"How 'bout it, Filch?" barked Nez. "Ready to risk yer precious hide fer somethin' important?" The scamp let out a weary sigh and shrugged.

"The Barksburgers don't have anything worth stealing, so I might as well," he replied. Nez laughed heartily and gave Filch a heavy slap on the back, causing the smaller mouse to spill his tea.



Chapter Objective

The mice enter the castle in search of at least 2 pieces of information about Vanestra's plans. The mice must face and defeat Captain Vurst to free Meeps before the hourglass marker reaches the chapter end marker on the chapter track.

Victory Condition

The mice win once they gather at least 2 of the 3 pieces of information and defeat the minions in the Alchemist Chamber. A victory also allows Maginos to choose the Meeps ability card when he uses the level up free action anytime during the remainder of the campaign.

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 5 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Maginos must be 1 of the 4 mice selected for this chapter. Maginos does not have access to the Meeps ability card until he gains it in the Alchemist Chamber.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 3 tiles as shown above: Kitchen Tunnels, Dining Hall, and Crystal Tunnels. Place the 4 mice used in this chapter on the start space marked below. Start this chapter by revealing an encounter card.



Special Chapter Rules

When starting this chapter, choose a player to read the following aloud:

The party crept stealthily through the ancient mouse tunnels of the castle, when they heard a familiar cry.

"Miz Maggie again!" said Tilda. "We must get to the kitchens."

"You'd think such a stout woman would be less helpless," groaned Filch.

Kitchen



1 **Special Setup:** Place 2 elite rat warriors on the kitchen countertop special area. Then place 2 rat warriors normally.

2 **Story Moment:** When the mice explore the Kitchen, choose a player to read the following aloud:

The kitchen was a battlefield, and Miz Maggie was in the biggest tizzy Collin had ever seen her in.

"The only thing that woman hates more than messes are rats," said Tilda. "And it would seem she has plenty of both right now."

Vanestra's rats were running amok, clearly delighting in their torment of the aging cook.

"Suits me," said Nez, hefting his mighty hammer. "I don't go in fer cleanin', but I got somethin' special fer rats."

3 **Special Rule: Gaining Miz Maggie's Attention:** If the mice do NOT have the Miz Maggie Ally story achievement token the following rule applies: When a mouse defeats a rat, roll a die, if a ★ is not rolled, Miz Maggie swats that mouse with her mop. That mouse becomes knocked down and the rat that was just defeated is placed on the kitchen counter space. If a ★ IS rolled, the mice have successfully captured Miz Maggie's attention. The party receives the Miz Maggie Ally story achievement token. Advance

the chapter end marker 1 page on the chapter track. Once the party has the Miz Maggie Ally token, do not roll to gain Miz Maggie's attention any longer.

- 4 **Special Search:** Dinner Fork or Disguises. (Note: The Dinner Fork will let the mice make a mouse-a-pult. The Disguises will allow the mice to avoid a fight with rats.)



- 5 **Special Rule: Grab Some Cover:** If a mouse is defending against a ranged attack while it is on the overturned bucket space, it may add 1 additional die to its defense roll.

- 6 **Special Surge:** Brodie.

Dining Hall



Whole tile:

1

2

3

4

5

- 1 **Story Moment:** When the mice explore the Dining Hall choose a player to read the following aloud:

The dining hall was filled with the excited squeaking of rats. A handful of them sat upon the dining table, rolling a die as big as a mouse head. One of the rats held the die up with both hands and sent it rattling across the wooden surface. The other rats laughed at the result, and the die roller grudgingly handed over pieces of cheese to the others. Collin and his companions stayed close to the shadows and crept closer. The rats continued their game of dice, unaware of the intrusion. They complained about all sorts of things: Vanestra, they said, was bossy, and they grumbled about their "orders."

And then a deathly hush fell over the room as a loud sneeze came from the shadows. "Drat," said Filch, holding his nose. The party looked up and saw the rats staring down at them angrily.

"Filch," said Nez through gritted teeth. "If we survive this, I'm goin' to kill ya."

- 2 **Special Setup:** If the mice do NOT have the disguised token in their party stash when entering the dining hall, they will see a large group of rats drinking wine and eating cheese on the dining table. Place 3 rat warriors normally, and 2 elite rat warriors and a grape token on the dining table special area space.

If the mice DO have the disguised token in their party stash when entering the dining hall, they use their disguises to fool the rats into letting them join in the dice game. Place each mouse on the dining table special area space. Place 6 rat warriors on the table as well. Do not add the rat warrior initiative card to the initiative track, and leave the mice initiative cards in their current order on the track.

- 3 **Special Rule: Playing the Dice Game:** If the mice were disguised they play the dice game. In initiative order, each mouse chooses a rat warrior figure to challenge in a game of dice.

To play dice, the mouse must first bet 0-3 cheese from his stash. A player rolls 4 action dice for their mouse, that player may choose to re-roll up to a number of dice equal to their mouse's lore but must keep the second result. Count the number of ★ rolled. Now roll 5 action dice for the rat and count the number of ★ rolled.

If a player rolls more ★ than the rat, that player wins. Remove the rat from the board and the player collects a number of cheese equal to their bet. If a player bets 0 cheese, they receive 1 cheese. The next mouse may now take a turn.

If the rat rolls the same or more ★ as the player, the player discards the cheese they bet. If the player bet 0 cheese then the dice game is over and the rat warriors attack. Place the rat warrior initiative card at the top of the initiative track moving all other initiative cards down 1 space.

Continue the above until there are no more rats on the board either by beating them in the game, or by defeating them in battle.

4

Story Moment: If the mice played dice with the rats, once all the rat warriors are removed from the board or defeated, choose a player to read the following out loud:

As anyone knows, heavy drink and games of chance can loosen the tongue of even the most close-mouthed rodent. While carousing, one of the rats let slip that Captain Vurst was on a special mission for Vanestra. He had been charged with locating a mystical tome that Vanestra feared would reveal a secret that might leave her vulnerable. All rats were charged with keeping the tome from falling into the hands of the mousey loyalists.

The mice have gained 1 piece of information. Advance the chapter end marker 1 page on the chapter track.

5

Special Surge: Brodie.

Dining Hall Tunnels



Whole tile:

1

1

Special Search: Rest Spot.

(Note: This card lets the mice heal.) This special search can only be performed if there are no minions on the board.



Crystal Tunnels



Whole tile:

1

1

Special Rule/Story Moment: Having a Vision:

When the mice first explore the Crystal Tunnels, after setting up the encounter normally, one at a time—in initiative order— each player rolls a number of action dice equal to their mouse's current lore. Any mouse that rolls 1 or more ✨ has a vision and becomes stunned. Place a stunned marker on their initiative card.

If any mouse had a vision, choose a player to read the following out loud:

Placing a paw upon the tunnel wall for support, the wee mouse reeled as its head filled with horrific visions. In the visions were the brilliant, far-reaching spires of the magnificent elf city of Nextor. But Nextor was in peril, its golden walls besieged by an army lead by Vanestra. Hordes of invaders swarmed outside the defenses, and lo!, among the invaders was a terrible, steam-belching beast made of iron and steel. The monstrosity let loose a terrible blast of fire that tore the beautiful walls of Nextor asunder. It was only a matter of time before the city fell.

The mice have gained 1 piece of information. Advance the chapter end marker 1 page on the chapter track.

Alchemist Chamber



Whole tile:

1

2

3

6

- 1 **Special Setup:** Place Captain Vurst and 2 elite rats on the alchemist's table special area space. Place another 2 elite rat warriors on the bookshelf special area.
- 2 **Special Rule: Losing Their Leader:** If the mice defeat Captain Vurst, immediately roll an action die for each elite rat warrior in play. If a ★ is rolled, remove that elite rat figure from play. The loss of its leader was too much for the rat.
- 3 **Story Moment:** If the mice successfully defeat Captain Vurst, choose a player to read the following aloud:

Captain Vurst laughed in the faces of his mousey adversaries. Defeat only seemed to make the swarthy rat more defiant. "What can you, mere mice, hope to accomplish in the face of Vanestra's might? As soon as Her Majesty discovers your secret you will be dealt with, I assure you!"

"We'll stop her, Vurst!" snapped Collin, but the captain only laughed again.

"You'll die instead," Vurst snarled. "The construction of the Beast is almost complete, and when it is, Vanestra will send it to war. How do you like that, boy? To think that your father worked so hard to have peace with the elves of Nextor. How do you think they will act when an army flying your family's banner shows up at their doorstep?"



"Of course!" exclaimed Maginos. "That explains why Vanestra has not bothered to marry or kill King Andon. It's all an elaborate ruse to cause a war. She'll create anarchy here and then flee. But why, Vurst?"

"That's all you'll get from me, graywhiskers," Vurst snarled, struggling to his feet. "But once you're back safely in my queen's clutches, I'll be sure to extract far more from you."

Tilda noticed a bag hanging from the captain's belt and saw that something moved within it. "Egad!" she exclaimed. "What's he got in that bag?"

Maginos gave a curious look. "Could it be?" he asked aloud and, using his knife, sliced the bag open. A ruby red ladybug flew out of it and, after flitting around briefly, came to rest on Maginos's shoulders. "Meeps!" cried the old mystic. "It is splendid to see you again, old friend." He gave the ladybug a loving pat. But then Vurst used the distraction to shove Collin aside, and the large rat made quick his escape.

Yet Lily was faster and had Vurst in her sights before the captain could vanish. Collin laid a hand on her shoulder and said, "No, let him go. He was my father's friend once and gave my family years of loyal service. As unredeemable as he is now, I won't have an arrow put through his back. Besides, he has given us more than he meant to, and now we know what our next steps should be."

The mice have gained 1 piece of information. Advance the chapter end marker 1 page on the chapter track.

- 4 **Special Search:** Whiskerfroth Elixir. (Note: This item will heal a mouse.)



- 5 **Special Search:** Any 1 scroll card. (Note: Scrolls allow the mice to do a variety of 1 use magic spells.)



- 6 **Special Surge:** Place 1 elite rat warrior on the alchemist's table.



Chapter Four:

The Forging of the Beast

Choose a player to read the following aloud:

Nez looked down at his feet, a shamed expression playing across his face. "I feel half a coward fer doin' this," he complained, but Collin smiled and clapped Nez on the shoulder.

"I'll be fine, old friend," the prince assured him. "Besides, both missions are equally critical."

The mice had decided to confound Vanestra on two fronts. Prince Collin would lead two companions to his father's bedchambers in a rescue attempt. Everyone agreed that King Andon should be freed immediately, lest Vanestra try to use him as a hostage. Nez was to lead a group to the forge and discover what madness Vanestra had wrought with his mechanical inventions. It burned up the tinkerer inside to think that his work was being used to further Vanestra's ends. Both groups would rendezvous back at the forge. The party was nervous about splitting up, but firm in their resolve. They bid each other farewell, and to make sure Collin didn't dawdle, Nez said, "Now don't ya dawdle, boy!"



Defeat Condition

If the hourglass marker reaches the chapter end marker on the chapter track before the mice accomplish their objective, the mice are defeated. The mice are also defeated if all 3 mice from one group are captured, leaving no active mice from that group on the board.

Chapter Objective

The mice split into 2 teams and must venture down through the tunnels to the Forge to discover what kind of sinister machine is being built by Vanestra.

Victory Condition

The mice win if they can defeat the minions on the Forge before the hourglass marker reaches the chapter end marker.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

All 6 mice are used in this chapter, and are split into two teams of 3 mice each after clearing the Alchemist Chamber. Nez must be on one team, while Prince Collin must be on the other.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below: Alchemist Chamber, Sewer Drain Pipe, King's Chamber, and the Forge.



Place all 6 mice on the alchemist's table special area space in the Alchemist Chamber. Place 5 rat warriors on the Alchemist Chamber tile normally. (see 'Placing Minions on the Board' on page 14 of the rulebook).

Special Chapter Rules

Crawling With Spiders

After defeating the 2 spiders in the King's Chamber, each time any mouse defeats a spider, move the chapter end marker 1 page farther on the chapter track.



Alchemist Chamber



Whole tile:

1

2

3

- 1 Story Moment:** When the mice clear the Alchemist Chamber of minions, choose a player to read the following aloud:

The mice looked up at the bookcase with flagging spirits. Where once there had rested an enormous tome, there was now naught but an empty space outlined by dust.

"My tome!" gasped Maginos. "Within its musty bindings lies an answer to our dilemma — I am convinced of this!"

- 2 Special Rule: Split Up:** After defeating all minions ² on the Alchemist Chamber, place Nez and 2 other mice on the flip space, these mice will make up Nez's Party. Then place Prince Collin and the remaining mice on a space adjacent to the exit leading to the King's Chamber, these mice will make up Collin's party. Continue the game starting with Prince Collin's turn. Prince Collin must use an explore action to move his party into the King's Chamber during his turn. One of the mice from Nez's party must use an explore action on the flip space taking Nez's party into the Crystal Tunnels.

While the 2 mouse parties are separated they will use the same initiative track, but for all purposes, including surges, party items and abilities, the mice are considered 2 separate parties. Surges happen only on the tile where they occurred, party items are not shared between the 2 parties, and abilities that affect more than one mouse only affect mice in the same party.

- 3 Special Surge:** 2 rat warriors.

King's Chamber



Whole
tile:

2

4

1 Special Setup: Place 1 spider on the king's bed. Add the spider initiative card to the next available empty slot on the initiative track and continue play. When the mice destroy the first spider in the King's Chamber, immediately place another spider on the king's bed and do not reset the initiative track.

2 Story Moment: Once 2 spiders are defeated, the player who controls Prince Collin reads the following aloud:

Collin pulled himself up onto his father's pillow and despaired at what he saw. King Andon's face had a sickly pallor, and his breathing was so shallow that at first Collin was afraid his father no longer lived. He nudged King Andon's cheek but there was no response. Red welts on the king's neck, and the countless spiders that crawled on the walls and ceiling confirmed Collin's suspicions. "Poison," he whispered, and Collin was forced to accept that there was nothing he could do, for the time being, to save his father.

3 Special Search: Grape. (Note: This item can be used for roach bait or combined with the Dinner Fork to make a catapult.)



4 Special Surge: If a surge occurs in the King's Chamber, King Andon stirs in his sleep. This sight emboldens the mice. Add 1 to the battle value of each mouse on Collin's team until they leave the King's Chamber.

Crystal Tunnels



Whole
tile:

1

1 Special Setup: When exploring this tile, draw an encounter card as usual, any spider results on that card bring a cave centipede instead. The Crystal Tunnels tile has glowing crystal formations that drive roaches crazy. After placing initiative cards while on this tile, if there are any roaches on this tile, move the roach initiative card to the number 1 slot, move all other cards down to make room, if necessary.

King's Tunnels



Whole
tile:

1

2

1 Special Rule: Leaving the King's Tunnels: Before a mouse can use an explore action to leave the King's Tunnels tile, all other mice in this group must be on the same side of the water as the exploring mouse.

2

Special Search: Cheese Cache.
(Note: This card gets the mice some extra cheese.)
This special search can only be performed if there are no minions on the board.



Sewer Drain Pipe



Whole tile:

2

1

Story Moment: The first time the flip Location on this tile is explored by Nez, choose a player to read the following aloud:

Nez's muscles strained as he used his hammer to leverage a gap between the stone wall and the pipe fitting. The fitting sprang loose, and Nez only just caught it before it could clang down to the floor. "That was close!" he gasped. The gap revealed by the missing fitting was just large enough for the mice to squeeze through, and so they entered the pipe works.

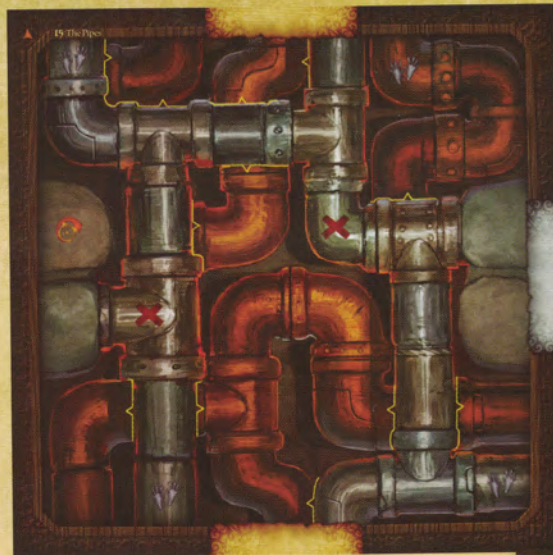
Advance the chapter end marker 1 page on the chapter track.

2

Special Search: Dinner Fork.
(Note: The Dinner Fork will let the mice make a mouse-a-pult.)



The Pipes



Whole tile:

1

2

1

Special Search: Rest Spot.
(Note: This card lets the mice heal.)
This special search can only be performed if there are no minions on the board.



2

Special Rule: Entering the Forge from the Pipes tile: A mouse can use an explore action to move from the Pipes tile to the Forge tile even though there is no matching color exit. To move from the Pipes to the Forge, place the pipe overlay token on the Forge tile in the empty space adjacent to the chain pile. Then place the mice on the pipe overlay. Treat the pipe overlay as a special area space.



The Forge



Whole tile:

1

2

3

1

Special Setup: When exploring the Forge, reveal an encounter card normally, after revealing and placing the minions on the first encounter card, immediately reveal a second encounter card. If all the minion entry spaces are full, use coal pile spaces as additional minion entry spaces.

2

Story Moment: When exploring the Forge, choose a player to read the following aloud:

"Bless my buns, wouldya look a' that!" Nez gasped in wonder. The forge was a cavernous chamber, now dominated by a cruel-looking machine that would have towered over the mice even if they were they still human. Vanestra's rats crawled over the monstrosity made of iron and steel, hammering bolts and turning screws. It was shoddy work — Nez shook his head at the poorly beaten metal plates and patchwork nature of the assembly, but even he had to marvel at the sheer awesomeness of the device. He pointed at two misshapen boiler chambers attached to the thing's back. "That must be fer holdin' steam," he reckoned. "But why?" Six crab-like metal legs emerged from the Beast's sides, its knobby joints were held together with pulleys and rope. Emerging from the front of the Beast was a jumble of wicked-looking claws. Upon its top was an open hatch from which emerged a flickering amber glow, as if strange fires burned within.

The forge was swarming with workers. Some smelted metals, others hammered plates or shoveled coal, and others still ran in giant wheels that moved intricate systems of cogs and gears. Wonder overtook the mice as they stood there, dumbfounded by the sheer overwhelming might of Vanestra's industry.

But then a rat stepped off a nearby wheel and instantly spotted them. "Oi! Wot's dat?" it cried.

3

Special Surge: Captain Vurst. If the mice defeat Captain Vurst, immediately roll an action die for each rat warrior in play. If a ★ is rolled, remove that rat figure from play. The loss of its leader was too much for the rat.





Chapter Five

Cat-n-Mouse

Choose a player to read the following aloud:

The good news," said Maginos, "is that King Andon is alive, though still in grave danger. The bad news is that Vanestra is poised to unleash war on Nextor and make it appear the king is the cause. I am not sure we can stop her, but I do think we should attempt to warn the elves and make them aware the kingdom has been taken over."

"How on earth can we do that?" said Filch with an eye roll. "We've had a hard enough time with the cook."

"And there is no way any of us could make it to Nextor in time," Tilda pointed out.

"True," Maginos agreed. "But I know someone who can. However, convincing him to help will be difficult, and will require us to first overcome terrible odds."

"Well, that's a departure," snapped Filch.

"Quiet you!" barked Nez. "If old Maginos 'ere says there's a way, then all of us will be happy to do our part. Go on, Maginos."

"Thank you, Nez," said Maginos. "It's simple. We need Brodie."

As it turned out, Nez was wrong. No one was particularly happy to do their part.

Chapter Objective

Find and defeat Brodie!

Victory Condition

The mice win if they defeat Brodie before the hourglass marker reaches the chapter end marker. After defeating Brodie, if playing this chapter as part of an



ongoing campaign, place the Brodie's claw token claw side up in the party stash and choose a player to read the following aloud:

The victorious mouse panted heavily, but stood triumphant before the snarling old tomcat. "Now you listen to me, you monster!" it said, waving the broken claw in Brodie's face. "You've been nothing but a bother, but we have generously decided to reward you for your, er... years of loyal cat-itude. We happen to know of a secret stash of catnip just outside the castle. When you hear our call, you come a'running and we'll share the stash with you. Deal?"

Brodie backed away crankily, then quickly ran off, but the mice could all see his eyes were alight with the thought of getting his paws on some tasty 'nip.

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and place 2 random standard encounter cards face down on top of that pile.

Boss Deck Setup

This chapter uses a Boss deck to randomize some surges. To create a boss deck, collect the following initiative cards and place them in a shuffled face-down stack near the Party Stash: Captain Vurst, Skitter-Clak, and any one of Brodie's initiative cards.

Room Tile Setup

Place the following 4 tiles as shown below: Dining Hall Tunnels, Kitchen Tunnels, the Forge, and the Alchemist Chamber. Place all 4 mice on the piled chain space in the Forge and place 3 elite rat warriors normally. (see 'Placing Minions on the Board' on page 14 of the rulebook.)



Special Chapter Rules

Crystal Tunnels: The mice cannot explore the Crystal Tunnels in this chapter.

The Forge



Whole tile:

1

2

1 Special Search: Disguises. (Note: This item will allow the mice to avoid a fight with rats.) Only a scamp can perform this special search.



2 Special Surge: 2 rat warriors.

Kitchen Tunnels



Whole tile:

1

1 Special Search: Cheese Cache. (Note: This item will give the mice more cheese.)



Dining Hall Tunnels



- 1 Special Search: Grape.** (Note: This item can be used for roach bait or combined with the Dinner Fork to make a catapult.)

The Queen's Chamber



- 1 Special Setup:** When revealing an encounter card for this tile, add a spider to whatever is listed on the encounter card.
- 2 Story Moment:** When the mice explore the Queen's Chamber, choose a player to read the following aloud:

It was hard going, but the mice helped each other along the twisting spiral staircase that wound upward. At the top, they slipped through

a secret door left carelessly ajar and entered Vanestra's private chambers.

"These were once my mother's quarters," Collin spat. "Vanestra's presence soils my mother's memory."

The once elegant room was now a scene of arachnid horror. Thick strands of glistening web stretched from every available fixture and were in some places so thick that they obscured the mice's vision. An unhealthy green glow pulsed in a corner of the room, and from across the way, Lily made out an ornate vanity made of brass. Near the vanity towered an elaborate clockwork device that tick-tocked ominously.

- 3 Special Rule: Webs Everywhere:** While there are minions on this tile, if a mouse rolls a 1 for movement that mouse becomes webbed.

- 4 Special Search: Vanestra's Brush.** Instead of drawing a search card, a mouse that makes a successful search action while on Vanestra's vanity special area space may add the Vanestra's Brush story achievement token to the party stash.



If the mice find Vanestra's Brush, advance the chapter end marker 1 page farther on the chapter track.

- 5 Special Surge:** Place 1 spider on Vanestra's vanity.

Dining Hall



1 **Special Search:** Dinner Fork. (Note: The Dinner Fork can help you call for Brodie in the Kitchen.)

2 **Special Surge:** For the first surge that occurs in the Dining Hall, draw the top card from the Boss Deck and place that boss normally. If any other surges occur in the Dining Hall, place 3 elite rat warriors normally.



Kitchen



Whole tile:

2

1 **Special Rule: Calling the Cat:** In place of its action, a mouse that has the Dinner Fork party item and is on the kitchen countertop special area can attempt to fling cheese at Miz Maggie's dinner chime to call Brodie. To fling cheese, a mouse must remove a piece of cheese from its character card and roll an action die. If any ★ symbol is rolled, that mouse has rung the dinner chime and Brodie is placed on a minion entry space that is farthest from the mice.

2 **Special Surge:** For the first surge that occurs in the Dining Hall, draw the top card from the Boss Deck and place that boss normally. If any other surges occur in the Dining Hall, place 3 elite rat warriors normally.

Alchemist Chamber



Whole tile:

1

3

1 **Story Moment:** When the mice enter the Alchemist Chamber, choose a player to read the following aloud:

"Ah, my old chambers," said Maginos fondly, but he quickly froze in his tracks. He held up a hand, and the party paused, abject terror forming in their little hearts. There, sitting in Maginos' chair and searching through his untidy desk, was Vanestra herself.

Icy fear gripped them all, and they quickly slipped towards the bookcase to take cover. They covered there until, in the distance, they heard the mechanical chimes of the clock sound in the queen's chambers. Vanestra jumped at the noise and immediately made to leave. She swept from the room, muttering something about Maginos being an old fool.

2 **Special Search:** Any 1 scroll card. (Note: Scrolls allow the mice to do a variety of 1 use magic spells.)

3 **Special Surge:** If it is the first surge to occur in the Alchemist Chamber, draw the top card from the boss deck and place that boss normally. If any other surges occur in the dining hall place 3 rat warriors normally.





Chapter Six

Barksburg Fields

Choose a player to read the following aloud:

The hopes of the mice rested upon a delicate plan. They had to send warning to Nextor, and they needed to bear the message faster than Vanestra's army could march, which meant they could not deliver the message themselves.

"But," said Maginos, "if we can successfully lure Brodie with our promise of catnip, we just might be able to leverage a favor from Old Crow."

"Excellent plan," said Filch. "Be it cat or crow, we're all assured of death now."

"I hate to say it," groaned Nez. "But fer once the scamp may be right."



Chapter Objective

Win the battle of Barksburg Fields, and defeat the dastardly old crow before the hourglass marker reaches the chapter end marker on the chapter track.

Victory Condition

The mice win if they defeat the dastardly crow and all minions on the Courtyard tile before the hourglass marker reaches the chapter end marker.

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter. Nez must be one of the 4 mice selected for this chapter.

Note: If the players have not played chapter 5 and therefore do not have the Brodie's Claw achievement token, add it to the party stash now, claw side up.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and place 3 random standard encounter cards face down on top of that pile.

Room Tile Setup

Place the following 4 tiles as shown below: Guard Room, Dining Hall, Kitchen, and Tunnel Entrance.



If the players did not play Chapter 5 yet, or if the players did and the mice defeated Brodie in the Dining Hall, place all 4 mice on the flip space in the Dining Hall tile.

If the mice defeated Brodie in the Kitchen or Alchemist Chamber during Chapter 5, place all 4 mice on the flip space on the Kitchen.

Once the figures are placed, start this chapter by revealing an encounter card.

Special Chapter Rules

Constructing the Catsclaw Horn

If Nez has the Tinkerer's Treasure (found via a special search in the Kitchen), instead of taking his normal turn, he may attempt to construct the Catsclaw Horn from Brodie's broken claw. Constructing the horn takes time and creates noise, which could alert the minions. Roll an amount of action dice equal to Nez's current lore. Add the numbers rolled together.



If the total is 5 or higher, Nez has successfully constructed the Catsclaw Horn! Discard the Tinkerer's Treasure and place the Brodie's claw marker Catsclaw Horn side up in the party stash.

If the total is less than 5, add any cheese rolled in that attempt to the minion wheel.

Constructing the Catsclaw Horn moves the chapter end marker 1 page farther on the chapter track.

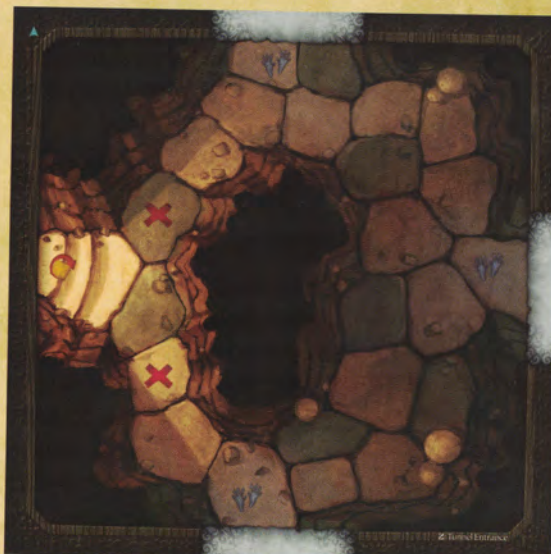
Dining Hall



1 Special Search: Any 1 scroll card. (Note: Scrolls allow the mice to do a variety of 1 use magic spells.)



Tunnel Entrance



Whole tile:

1

1 Special Search: Rest Spot. (Note: This card will heal the mice.)



Kitchen Tunnels



Whole
tile:

1

- 1 **Special Search: Dinner Fork.** (Note: This item can be used to make a mouse-a-pult.)



Dining Hall Tunnels



Whole
tile:

1

- 1 **Special Search: Grape.** (Note: This item can be used for roach bait or combined with the Dinner Fork to make a catapult.)



Sewers



- 1 **Special Rule: Leaving the Sewers:** Before a mouse can use an explore action to leave the Sewer tile, all other mice must be on the same side of the water spaces as the exploring mouse.

- 2 **Special Search (water spaces):** Fishscale Armor. (Note: this item gives a mouse protection.)



Kitchen



Whole
tile:

2

- 1 **Special Search: Fishhook and Thread.** (Note: This item can be used to reach high places.)
- 2 **Special Search: Tinkerer's Treasure.** (Note: Nez can use this item to construct the Catsclaw Horn!)

Courtyard



Whole tile:

1 Special Setup: Place 6 rat warriors and 8 roaches normally. If there is not enough room on minion entry spaces to place all the minions, place any additional minions in spaces adjacent to the minion entry spaces.

2 Story Moment: When the mice explore the Courtyard, choose a player to read the following aloud:

The mice had emerged from the hole in the castle wall only to find a hostile welcome awaiting them in the courtyard. Before them was a line of Vanestra's minions in numbers heretofore unseen.

"Bless us all," said Tilda, and a large shadow covered them as the old crow circled overhead.

"And there's the crow," said Filch. "Great. Is it too late to switch sides?" Collin strode forward and drew his sword.

"Do as you like Filch," the prince said angrily, slashing at the air. "But I'm going through with the plan, even if I have to do it standing upon a pile of vanquished foes."

"Now tha's what I'm talkin' about!" cried Nez, as he readied his hammer. There was suddenly a flash of light from the direction of the old oak tree's upper branches.

"A signal!" cried Lily, pointing. "My people are with us!"

"I hope so," said Filch. "Because here they come." A ferocious roar went up from the minions, and onward the foe came, a rolling wave of well-armed rats and vicious, mandible-snapping bugs.

3 Special Rule: Tree Entrance: A figure can only move onto or off of the tree entrance from the courtyard space adjacent to the hole in the trunk. All other courtyard spaces that share a border with the old gnarled tree are not considered adjacent. While on the tree entrance space, mice are safe from the old crow, but do not have a clear line of sight to any courtyard space other than the space adjacent to the hole. Minion figures cannot move onto the tree entrance space.

4 Special Rule: The Dastardly Old Crow: When rolling to move a mouse or minion, if a player rolls a 1 on the action die, the old crow swoops on the moving figure causing 1 unblockable wound. Brodie is too big to be bullied and is not affected by the dastardly crow's swooping attack.

5 Special Rule: Brodie and Catnip: If the mice have Catnip in the party stash, they cannot use it before the dastardly crow has been defeated.

6 Special Rule/Story Moment: Using the Catsclaw Horn: The Catsclaw Horn may be used once, and only once, by any mouse. While on the Courtyard tile, instead of taking its turn normally, a mouse may discard the Catsclaw Horn from the party stash to call the Barksburg mice to action. Choose a player to read the following:

The Catsclaw Horn sounded a high, haunting call.

"Let's hope Brodie and the Barksburgers heard that," said Collin, as he slashed at a passing enemy. A large, snarling rat closed in on him. But before they could meet in battle, the hulking minion fell sprawling as a large brown acorn cracked across his head. Nearby, another acorn fell from above, taking out a roach that Tilda was fighting.

"Barksburg!" came a cry from the tree branches above, and the minions in the courtyard slowed their advance, looking worriedly above them. And then came the hailstorm of nuts—brown boulders that struck down their targets.

"Trap!" screamed a rat. He then fell beneath an acorn that exploded over his head.

One at a time, make a ranged attack (using 3 Action dice) against each minion figure on the board. Any cheese rolled by the attack is ignored, but any cheese rolled by the minions



when defending is added to the minion wheel as usual. After all the minions on the courtyard tile have been attacked once, add 3 cheese to the minion wheel.

7 Story Moment: If the dastardly crow swoops to attack any mouse or minion figure while Brodie is on the board, immediately place Brodie's paw adjacent to that figure. That figure does not receive a wound. The dastardly crow is defeated. Choose a player to read the following aloud:

A pitched battle raged across the courtyard, with mice and minions fighting tooth and nail for survival. Smashed acorns and fallen bodies made maneuvering difficult. And then a black shadow swept down from on high, and the old crow claimed his first victims: insects in his snapping beak and rats in his claws. It was too much for most of the minions.

"Crow!" screamed a centipede. "Flee for your lives!"

A burly rat slapped him and called out, "Hold your ground you cowards! I'll have every one of your-" But he was cut short as Brodie's massive bulk sprang from the bushes and squashed him to the ground. Brodie sprang again. His hunter's instincts took over, and he tackled the old crow to the ground, tabby fur and black feathers exploding amidst a crowd of rodents and bugs. This proved to be the breaking point of the enemy assault. They routed, a confused mass splitting apart and fleeing in all directions.

Brodie sat purring proudly upon the bird. The crow's face showed significantly less delight. It gave a weak wriggle, but a menacing hiss from Brodie ended the struggle. The mice acted quickly, exhausted though they were. One tied a small scroll to the crow's leg, while the others stood to either side of his head, and explained what he was to do.

The crow was to fly to Nextor and deliver their message in person to the elven king. The crow would be named a hero of the realm, and the symbol of the crow added to Prince Collin's family crest. However, the old crow was never to hunt the castle courtyards again.

The crow, to no one's surprise, hastily agreed to the terms.

8 Special Search: Catnip. (Note: This item allows you to send Brodie away instead of fighting him, but only after the dastardly old crow has been defeated.)



9 Special Surge: Brodie.

The Story Continues...

The battleground had become host to an impromptu celebration.

"The Heroes of Barksburg!" Linera cried with all her might. A jubilant roar went up from the crowd that had assembled, and Collin and his friends found themselves lifted up into the air. It took several mice to lift Nez, and Filch clearly did not care for having others touch him, but there was little that could dampen the victorious spirit that washed over the citizens of Barksburg.

Yet the celebration was cut short when two guards ran from the old oak tree and whispered to Linera. Her face grew serious, and she beckoned the party to follow her.

"We must go see this," she said. Climbing the interior of the tree was no quick matter, nor was leaping from branch to branch in the mighty tree's crown, but soon they all arrived at a guard platform that looked down on the far side of the castle.

"Oh no," said Tilda when she saw the source of concern. "This is horrible."

The lands beyond the castle swarmed with encamped soldiers; tents stretching as far as the eye could see. It was a terrible host to behold, the likes of which had not been seen in the kingdom for many a year, and throughout the camp rose tall poles on which flags bearing Collin's family crest flapped in the wind.



Chapter Seven

The Missing Tome

Choose a player to read the following aloud:

We have done what we can for Nextor," said Maginos gravely. "Now we must turn our attention to the queen."

"How do you solve a problem like Vanestra?" asked Tilda.

"That is our current dilemma," Maginos professed. "However, I do believe there is a solution." And so Maginos told the party he was convinced that his ancient tome of mystic knowledge would hold the key to their victory over evil. It had been years since he had cracked open that leathery tome, but in its handwritten pages were all manner of eldritch secrets laid down by scholars and wizards from ages long passed.

Sadly, the rampant looting of Vanestra's minions meant the tome could be anywhere. The party could only hope the valuable book was still in one piece.

Chapter Objective

Find the ancient tome that has gone missing from Maginos' bookshelf before the hourglass marker reaches the chapter end marker on the chapter track.

Victory Condition

The mice win if they can find the Mystic Tome and clear the tile of minions before the hourglass marker reaches the chapter end marker.

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.



Chapter Setup

Chapter End

Place the chapter end marker on page 4 of the chapter track.

Party Setup

Select 4 mice to be in the party for this chapter.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and place 2 random standard encounter cards face down on top of that pile.

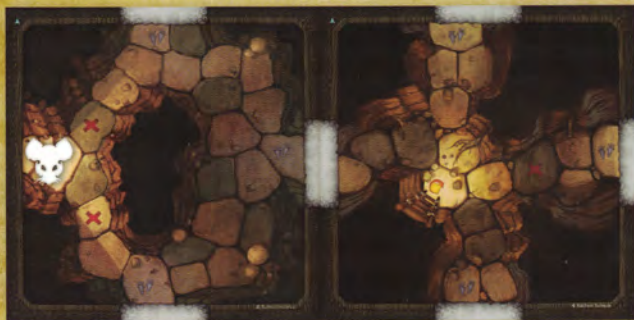
Quest Deck Setup

This chapter uses a quest deck. To create a quest deck, collect the Mystic Tome search card, 2 more search cards of the players' choosing, and 1 random search

card. Shuffle those search cards and place them in a face-down stack near the party stash.

Room Tile Setup

Place the following 2 tiles as shown below: Tunnel Entrance and Kitchen Tunnels.



Then create a random tile stack with all of the other tiles. (Shuffle all of the tiles together into a stack.)

Place all 4 mice on the flip space of the Tunnel Entrance tile. Place 6 greedy roaches normally. (see 'Placing Minions on the Board' on page 14 of the rulebook.) Place mousetrap tokens on the mousetrap spaces on the Tunnel Entrance tile.

Special Chapter Rules

Courtyard

The mice cannot explore the Courtyard in this chapter.

Random Exploration

In this chapter a mouse may use an explore action on a space adjacent to an exit area, even if there is no other tile connected to that exit area. When exploring an exit that has no other tile connected to it, select a tile at random from the random tile stack and place it adjacent to the exit that is being explored. The tile must be placed so that it has the same color side up as the tile that the exploring mouse is on and the orientation arrow on the tile being placed must face in the same direction as the arrows on the tiles already in play. After placing the new tile, check to see if the mouse can legally explore through to the newly placed tile. If the new tile cannot legally be explored, the exploring mouse's turn is over and its explore action was wasted.

Optional Side Plot

Maginos is looking for knowledge to help the mice defeat Vanestra. Each time a mouse finds 1 of the 3

named search cards that have been placed in the quest deck, move the chapter end marker 1 page farther on the chapter track.

Special Search: Quest Deck

The first mouse that makes a successful search action on a tile that is orange side up may draw a card from the quest deck instead of the search deck. This special search can be used once on each orange side up tile.

Special Search: Fishhook and Thread

You may make a special search for the Fishhook and Thread on any water space you encounter in this chapter. (Note: This item allows mice to get to high places quickly.)



Story Moment

When a mouse finds the Mystic Tome, choose a player to read the following aloud:

The mice worked together to open the massive cover of the tome, and slowly, Maginos turned the brittle pages one at a time. He seemed to search forever, while the others waited there by the single candle whose flickering flame illuminated the text. Then he arrived upon a page that made his tail twitch with excitement, and he beckoned the others over while pointing to a particular passage. This is what they read:



And so began the Great Battle between the Sacred Council of Mystics and that legendary race known as the Changelings. For ninety-nine years and ninety-nine days they engaged in magical war unending, neither side able to best the other. Despite the Council's superior magics, the changelings so infiltrated that august body that every advantage of the mystics was rendered moot, and no sorceries proved strong enough to slay the shape-shifters. Then, just when it seemed that the changelings were starting to gain the advantage, master mystic Zednezzar Zardinezz completed casting the Incantation of Immobility, and every changeling in existence lost its ability to meta-morph, and the horror of their true selves were revealed for all to see. And so that magical race was exterminated by the only means possible: fire - for only fire would destroy them, and even then, only when their true identity was revealed.

In the end, many thousands of mystics were lost, but the Council deemed the sacrifice necessary to end the changeling menace. But even with this victory, the Council could not defeat the changeling queen, and so they combined their mystical energies to entomb her deep within the earth, and there they hoped she would lie forever.

"I'm going to be sick," said Filch as he held his tummy.

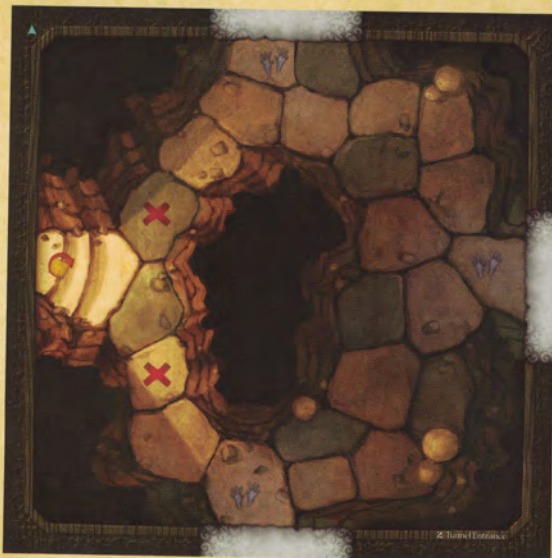
"How in blazes do ya trick a changeling into revealing itself?" asked Nez.

"The answer is here," said Maginos, pointing to another passage. "The tome says that at midnight every changeling must spend an hour in its natural form."

"So this is the answer to our troubles," said Lily.

"No," Maginos replied. "But it is a magnificent start."

Tunnel Entrance



Whole
tile:

1

1

Special Surge: If a surge occurs on the Tunnel Entrance tile, place a cave centipede normally.





Chapter Eight

Seeking Sorrow

Choose a player to read the following aloud:

Why tha long faces?" asked Nez. "Seems simple enough t' me. We get some torches and at midnight roast a changeling sorceress." But Maginos shook his head.

"Were it that simple Nez, the Council of Mystics would have done it long ago. While I am sure fire is the key, Vanestra possesses great powers that no doubt protect her. We will need to break her first — rob her of her energies so that she will succumb to flame. We are in need of a weapon of great power."

"Do you have such a weapon?" asked Lily.

"The Sorrow Blade," whispered Maginos. At that, every mouse but Collin and Lily flinched, and Tilda made a warding gesture in the air.

"Ya can't be serious!" cried Nez. "Tha blade's cursed!" Behind him, Filch agreed wholeheartedly.

Lily asked what the Sorrow Blade was, and Collin replied, "It is my father's sword, though I did not know it was cursed until now. How does everyone know this but me?" The others looked at him with sad faces, but only Tilda would respond.

"I am afraid the story is well known throughout the kingdom. The sword had another name once, my Prince, in those far-gone spring days when your father was a young warrior. When your mother... passed away, he was not here. King Andon returned home two days after her death. His grief was terrible to behold, and he blamed himself for choosing war over his family. My headmistress was there and saw it all. She said he drew his sword and held it aloft, and he cursed it and the heavens. Terrible words he spoke, and afterwards it was said the blade was cursed. It would do as much harm to its wielder as to those it was used against. It has been known hence as the Sorrow Blade."



"Who would be foolish enough to wield such a weapon?" asked Filch.

Prince Collin sighed wearily, looked at the others, and said, "I will do it. It's my responsibility."

Chapter Objective

The mice win if they can find the Sorrow Blade and protect the king by both healing him of his mystical affliction using the Whiskerfroth Elixir, and clearing the King's Chamber of minions.

Victory Condition

The mice win if they find the Sorrow Blade, heal the king, and clear the King's Chamber of minions before the hourglass reaches the chapter end marker.

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track.

Party Setup

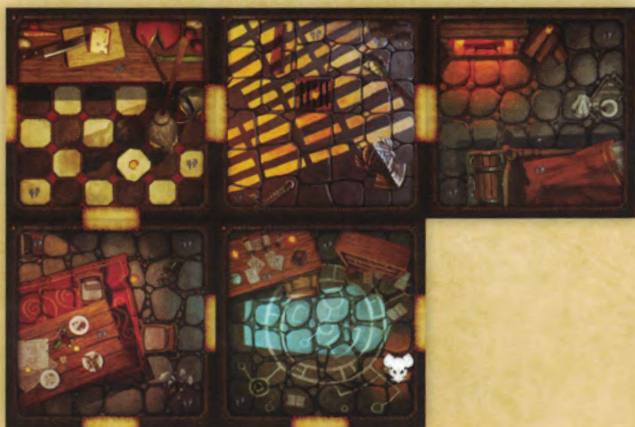
Select 4 mice to be in the party for this chapter.

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and place 2 random standard encounter cards face down on top of that pile.

Room Tile Setup

Place the following 5 tiles as shown below: Alchemist
Chamber, Guard Room, King's Chamber, Dining Hall,
Kitchen.



Place the mice on the flip space on the Alchemist Chamber. Reveal an encounter card to begin the chapter.

Special Chapter Rules

Multiple Paths

The Guard Room outside the King's Chamber is heavily guarded. The mice would be wise to avoid this room if possible. Fortunately, there are other ways to get into the King's Chamber.

Legendary Equipment

Place the Sorrow Blade card face up near the story control board. The mice need to acquire this search card during the chapter.



Alchemist Chamber



Whole tile:

1 Special Search: Any 1 scroll card. (Note: Scrolls allow the mice to do a variety of 1 use magic spells. The Levitate Scroll could be particularly handy during this chapter.)

2 Special Search: Whiskerfroth Elixir. (Note: This item is needed to heal the king.)



Crystal Tunnels, Dining Hall Tunnels, King's Tunnels & Kitchen Tunnels



Special Search: Party Item. Rat nests in the tunnels hide useful items. Instead of drawing a search card, a mouse that makes a successful search action while on the first tunnel tile encountered in this chapter may look through the Search Deck and take any party item card if available. Then shuffle the search deck.

Guard Room



Whole
tile:

1
2
3

1 Special Setup: When the mice explore the Guard Room, place 3 rat warriors and 3 elite rat warriors normally.

2 Special Rule: Easily Duped: Some of the rat warriors in the Guard Room are dim-witted and easily duped. If the mice are disguised when they enter the Guard Room tile, discard the disguises token from the party stash and remove any 2 rat warriors.

3 Special Surge: 2 rat warriors.

Sewers



Whole
tile:

1
2
3
4
5

1 Special Setup: Place 3 rat warriors and Skitter-Clak normally.

2 Story Moment: When the mice explore the Sewers, choose a player to read the following aloud:

They stood upon the wide walkways of the sewers and held their noses.

"It would smell bad enough with a human nose," moaned Filch. "This is unbearable!" No one was inclined to disagree. What little light fell down from the grate above illuminated a scene of squelching filth. Loose bones were here and there, many of them belonging to rodents, and all of them stripped clean. One name passed through all their heads, though no one said it aloud: Skitter-Clak!

Defeating Skitter-Clak moves the chapter end marker 1 page further on the chapter track.

3 Special Rule: Use the Levitate Scroll: A levitating mouse may use an explore action while adjacent to the pipe mouth (where the water is flowing from). If the King's Chamber tile is currently showing, flip it over to show the King's Tunnels and place all active mice on the closest non-water space on the King's Tunnels.



- 4** **Story Moment:** If the mice use the Levitate Scroll to move to the King's Tunnels, choose a player to read the following aloud:

The mice were instantly lighter than air and upward they floated, with Filch holding his tummy and groaning at the sensation.

"You'd better not get sick!" hissed Tilda, who floated just beneath him.

"Quickly! Into the pipe!" cried Collin. They fought against the rushing wind that followed the flowing water, and slowly they rose upward. When they reached the tunnel beneath the king's chamber, they reached out and grabbed the first dry purchase they could find. They stood there catching their breath, exchanging looks with each other. Everyone knew the adventure had almost come to an end.

- 5** **Special Search (water spaces):** Fishhook and Thread. (Note: This item allows mice to get to high places quickly.)



King's Tunnels



- 1** **Special Rule: Leaving the King's Tunnels:** Before a mouse can use an explore action to leave the King's Tunnels tile, all other mice must be on the same side of the water spaces as the exploring mouse.

Dining Hall



Whole tile:

2

3

- 1** **Special Search: Levitate Scroll.** (Note: A Levitate Scroll lets the mice reach high places. This item could be particularly handy during this chapter.)



- 2** **Special Search: Grape.** (Note: This item can be used for roach bait or combined with the Dinner Fork to make a catapult.)



- 3** **Special Surge: Brodie.**

Kitchen



Whole tile:

1

2

1 **Special Rule/Story Moment: Enlisting Miz Maggie's Help:** If the mice have the Miz Maggie story achievement token in their party stash (obtained during Chapter 1 or 3), and an active mouse has the Whiskerfroth Elixir, they may enlist the help of Miz Maggie. The mice jump onto Miz Maggie's dinner tray and quickly hide. If the King's Tunnels tile is currently showing, flip it over to show the King's Chamber. Place all active mice onto the serving tray space on the King's Chamber tile. Move the chapter end marker 1 page further on the chapter track and choose a player to read the following aloud:

Miz Maggie wrung her hands, and said, "I can't do it. I just can't."

"It will be fine, Maggie, I assure you," Maginos squeaked in his most patient tone. "Vanestra's henchmen think they have you cowed and could not possibly imagine that we would contact you."

"They do 'ave me cowed!" Miz Maggie declared. "I'm as scared as can be, night and day, and if they even get a whiff that we're in cahoots..."

"We need you, Miz Maggie," said Collin. "The lives of the royal family are in your capable hands."

"Your meaty, capable hands," said Filch. Miz Maggie seemed to cheer a bit at this, and she wiped nonexistent sweat from her brow and waved them onto the tray. The party quickly scampered onto the silver serving tray where King Andon's meal sat steaming. They hunkered down as Miz Maggie covered them all with a napkin. Then, carefully following Maginos' instructions, she added a single drop of elixir to the king's tea cup.

"Well, Margaret Hudgins, you've gone and done it now," she muttered.

2 **Special Search: Dinner Fork.** (Note: The Dinner Fork will let the mice make a mouse-a-pult.)



King's Chamber



Whole tile:

1

2

3

5

1 **Special Setup:** There are 2 ways to encounter this tile:

If the mice enter the King's Chamber by way of an explore action, do not reveal an encounter card as usual. Instead, place a spider on the king's bed special area, 2 elite rat warriors on the fireplace mantle special area, and 2 rat warriors normally.

If the mice enter the King's Chamber on Miz Maggie's serving tray, do not reveal an encounter card as usual. There are no minions in his chamber yet. The mice must sneak to the king in his bed. Each time a mouse rolls the action die for movement, any roll of a 1 adds 1 cheese to the minion cheese wheel until the first surge occurs on this tile.

2 **Special Rule/Story Moment: Giving the King His Medicine:** When all the active mice are on the king's bed special area, and there are no minions on the tile, the mice can give the king his medicine. If an active mouse has the Whiskerfroth Elixir, discard it to pour it into the king's tea and help the king sip it. Choose a player to read the following aloud:

There was a flutter of movement beneath King Andon's eyelids, and then slowly his eyes opened, though they were rheumy and distant.

"Father," said Collin. The king's lips parted with some difficulty, for they were dry and cracked, and his voice sounded distant and wheezy.

"My son..."

"I'm here, father."

The king's red eyes looked around feebly.

"Where?" gasped Andon, and Collin stepped down from the king's pillow where he had stood by his ear. The king's foggy eyes widened, and he turned his head ever so slightly to better look at the wee mouse by his head. "How?" he croaked.

"There is no time to explain father," Collin said, knowing it was unlikely his father knew any of the details of the betrayal. "The kingdom is in grave peril. I must find the Sorrow Blade." King Andon closed his eyes, his face forlorn, but he nodded.

"My trunk," he rasped, and his eyes opened. Collin saw on his father's face a look of pride mixed with grave anguish. "My brave boy... but you cannot wield the blade unprotected. You must find the ring in your mother's jewelry box. It is a band of titanium with golden plates, each plate set with a sapphire. Once upon a time, your mother..." The king shook his head as if pained by a distant memory. "It is fitting that the ring now protect my son. I can die in peace knowing you wear it."

"You are not going to die, father!" squeaked Collin, but the king's eyes had closed and he began to snore. "You're not going to die," Collin whispered.

3 Special Rule/Story Moment: Save the King: If the mice have Maginos in their party and the Vanestra's Brush story achievement, they may use the brush after giving the king his medicine to transform him into a mouse and help him into the tunnels. Remove the Vanestra's Brush story achievement token from the party stash. Place the King story achievement token in the party stash. The player whose mouse is Maginos reads the following aloud:

"The king is frightfully weak," said Maginos, his voice filled with urgency. "He will never escape Vanestra's clutches on his own, and we cannot hope to challenge her while she holds him hostage."

"What're ya sayin' Maginos?" asked Nez. "He's clearly too big ta move."

Maginos held up the strand of hair they had taken from Vanestra's brush.

"No!" hissed Filch. "It's the only way we can become human again!" The others only looked at him. "No," said Filch again, and he shook his head. "This is too much to ask. I've gone along

with every ridiculous thing that's been asked of me. But not this. Let me be a man again."

"Okay," said Collin quietly.

Filch sighed and looked down at his mousey hands. He balled them into fists and then released them, his face long and sad. He looked over at the sleeping king. "Save him," he said.

When the spell was complete, there was nothing left of the hair, and as the last of the blue motes of magic light faded away, King Andon was a frail white mouse. Nez lifted the king up in his arms, and together the party worked their way back down to the floor. Once on the ground, Maginos rested a hand on Filch's shoulder.

"We will find another way," he said softly. And then the party disappeared into a hole in the wall behind the pile of firewood.

4 Special Search: Sorrow Blade. Instead of drawing a search card, the first mouse that makes a successful search action while on the king's chest special area space in the King's Chamber, after healing the king, may be given the Sorrow Blade search card. Immediately add 3 cheese to the minion cheese wheel. If this results in a surge, place 3 rat warriors normally and a spider on the king's bed special area.



5 Special Surge: Place 1 spider on the king's bed special area space.





Chapter Nine

Vurst's Redemption

Choose a player to read the following aloud:

It took a moment for the mice's eyes to adjust to the gloom of the tunnels. Suddenly, a shadow passed over them from behind. Turning, they saw Captain Vurst swaggering towards them, a sneer on his rat face.

"Just as I suspected," said Vurst. "The witch did not think you would be here, but a soldier knows to trust his gut. Now, my prince, it is time for you to be a man and surrender honorably." Collin simply drew his sword.

"Do not lecture me on honor, Vurst," the prince snarled. "'Tis a thing unknown to you. You were my father's trusted friend. How could you betray him, your oath, and the kingdom that cared for you?" Vurst's tail twitched at this, and something akin to regret passed over his face.

"My prince... I did not betray the kingdom, can you not see it? Your father's so-called peaceful ways would have sold us into bondage. He was a warrior once, bold and true! But your mother's death broke his spirit, and he became a weak and pitiable thing."

"Don't be a fool!" barked Nez. "The king was a fine fighter, to be sure, but he loved battle overmuch. Only a blind man would think the king's peace didn't bring the kingdom prosperity. His strength was never lost—he tempered it with compassion and justice. It was when the king lost his taste for bloodshed that he became the true king we needed."

"He would have us speaking Elvish," Vurst spat. Collin shook his head.

"It is over, Vurst," he said sadly. "Stand aside, and let us undo the terrible things you have done here."



Chapter Objective

Urge Miz Maggie to leave the castle, then sneak into Vanestra's chambers to turn the clock to midnight and grab the Ring of Remembrance. The mice must also grab Vanestra's brush for use in saving the king if they have not already done so.

Victory Condition

The mice win if all active mice can escape by ending their turn on the flip space of the Queen's Chamber. *Note: If continuing onto Chapter 10, the 2 mice used in this chapter can break the normal campaign rules and keep all equipped gear and cheese.*

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 5 of the chapter track.

Party Setup

Select 2 mice to be in the party for this chapter. Nez cannot be chosen for this chapter. Prince Collin must be one of the 2 mice chosen. In place of his normal weapon, Collin begins with the Sorrow Blade equipped. One player must select Captain Vurst to also be part of the party for this chapter. See below for special rules on playing Captain Vurst.

Encounter Deck Setup

To build the encounter deck, shuffle and place all standard encounter cards face down onto the encounter area on the story control board. Difficult encounter cards are not used in this chapter.

Room Tile Setup

Place the following 4 tiles as shown below: Kitchen Tunnels, Dining Hall Tunnels, King's Tunnels, and Queen's Chamber.



Place the mice on the flip space on the King's Tunnels tile and Captain Vurst on the wedge shaped space that splits the underground stream. Place Prince Collin's initiative card in the first initiative spot, then the 2nd mouse's card, and finally Vurst's initiative card. Begin the game starting with Prince Collin.

Special Chapter Rules

Legendary Equipment

Place the Ring of Remembrance search card face up near the story control board. The mice need to acquire this search card during the chapter.



Playing Vurst

One of the players plays this chapter as Captain Vurst. The chapter begins with Vurst allied with the minions. While Vurst is allied with the minions, the player controlling Vurst must do his best to use his moves and attacks to defeat the mice. The player controlling Vurst gets to choose where Vurst moves and which mouse he attacks.

During this chapter, Vurst's allegiance can switch back and forth between being allied with the minions and allied with the mice. Whenever Vurst is allied with the minions, defeating Vurst causes all of his wounds to be removed and causes him to switch allegiance to being allied with the mice. When Vurst is allied with the mice he is treated as a member of the party, but is not considered a mouse for the purposes of cards that affect mice. The following rules apply while Vurst is allied with the mice:



Moving Good Vurst: On Vurst's turn, roll a die. The number rolled is his movement for that turn. Vurst is unaffected by water spaces and may move across yellow and red borders in the same way as the minions. Vurst may pass through and share spaces with the mice, but must stop when entering a space with a minion figure.

Taking an Action With Good Vurst: Vurst can only choose the following actions: scurry, battle and recover.

Good Vurst and Cheese: While he is a member of the party, any cheese rolled by Vurst when attacking allows him to use his Pistoleer ability. Any cheese rolled by Captain Vurst while defending are added to the minion wheel.

King's Tunnels



Whole
tile:

1

3

- 1 **Special Rule. Leaving the King's Tunnels:** Before a mouse can use an explore action to leave the King's Tunnels tile, Vurst must be allied with the mice. Vurst and all other mice must be on the same side of the water spaces as the exploring mouse.

- 2 **Special Search (in water spaces):** Fishhook and Thread. (Note: This item allows mice to get to high places quickly.)



- 3 **Special Surge:** Vurst breaks his allegiance. Captain Vurst breaks his allegiance with the mice and begins fighting for the minions. If Vurst is already aligned with the minions, the hourglass marker still moves but nothing else happens.

Kitchen Tunnels and Dining Hall Tunnels



Whole
tiles:

1

2

- 1 **Special Search:** Fishhook and Thread. (Note: This item allows mice to get to high places quickly.)
- 2 **Special Surge:** Vurst breaks his allegiance. Captain Vurst breaks his allegiance with the mice and begins fighting for the minions. If Vurst is already aligned with the minions, the hourglass marker still moves, but nothing else happens.

Kitchen and Dining Hall



Whole
tiles:

1

2

3

1 Story Moment: After clearing the Dining Hall or Kitchens tile of all minions, remove the Miz Maggie token from the party stash. The Vurst player reads the following aloud:

It took a fair amount of convincing, but in the end, Miz Maggie had to agree that the castle had become a dreadful and dangerous place and the impending confrontation with Vanestra could make things even worse.

Advance the chapter end marker 1 page on the chapter track.

2 Special Rule/Story Moment: Saving the King: If the mice have the King story achievement token in the party stash, they may ask Miz Maggie to smuggle him out of the castle when she flees. Remove the King's story achievement token from the party stash. Choose a player to read the following aloud:

Miz Maggie leaned down and kissed the king softly on the top of his fuzzy white head. He lifted his scruffy chin and mouthed the words, "Thank you." With that, she wrapped him up in his napkin and gently slipped him into the pocket on her apron.

She turned to go, a tear on her face as she prepared to leave the home she had known since she was a girl, and, grabbing her favorite wooden spoon, she left the castle, never to return.



Saving the king advances the chapter end marker 1 page on the chapter track.

3 Special Surge: Vurst breaks his allegiance. Captain Vurst breaks his allegiance with the mice and begins fighting for the minions. If Vurst is already aligned with the minions, the hourglass marker still moves but nothing else happens.

Queen's Chamber



Whole tile:

1

2

3

6

1 Special Setup: Place 2 rat warriors normally. As soon as both of these minions are defeated, do not remove their initiative card from the initiative track. Place 2 more rat warriors normally. Continue placing rat warriors in this way until the clock strikes midnight (see below).

2 Special Rule: There are 3 tasks that must be accomplished in the Queen's Chamber:

Search for the Ring of Remembrance: Instead of drawing a search card, a mouse that makes a successful search action while on the Vanestra's vanity special area may collect the face up Ring of Remembrance search card.



Grab Vanestra's brush: If the mice have already saved the king in Chapter 8, they can skip this requirement. Otherwise, if the mice have not already acquired the Vanestra's Brush story achievement token, they must do so now. Instead of drawing a search card, a mouse that makes a successful search action while on the Vanestra's vanity special area may add the Vanestra's Brush story achievement token to the party stash. Grabbing Vanestra's Brush advances the chapter end marker 1 page on the chapter track.



Turn the Clock to Midnight: The mice can only fight Vanestra while she is in her true form. Changelings must change into their true form

at midnight. A mouse must climb the clock and set the time to midnight. A mouse that is on the clock space can set the clock in place of a battle action. Roll a number of action dice equal to that mouse's lore. The mouse needs a roll of a 1 and a roll of a 2 to make midnight. If a player rolls one of the two numbers, place that action die on the clock space. One of the arms is now in place.

- 3 Story Moment:** When the mice have collected the numbers to create 12 and set the clock, choose a player to read the following aloud:

There was a loud clunk as the gears aligned and allowed the rusty metal chuck to fall back into place. Somewhere inside the clockwork device, a hammer was released, and it struck a brass pipe which emitted a deafening clang. The mice staggered away from the clock, clapping their hands over their ears as the hammer struck again and again, ringing out twelve times in succession.

And then there was silence, save for the ticking of the device.

In the distance came the sound of opening and closing doors, and soon Vanestra appeared in the queen's chambers. She glided to the center of the room, her body framed by the webs that hung in giant, ropey strands. The sorceress threw up her arms, as if begging the sky for rain. Then her body began to change. There were sounds like the snapping of bones, and her body jerked back and forth, contorting as she shrunk, until only moments later she was no longer a human woman, but a grotesque spider-thing the size of a goblin's hand.

Filch turned to run, but Tilda grabbed his tail and held him. The party looked at each other, ready to sell their lives, but just then Captain Vurst strode over to Vanestra. The look on his face was one of horror, or perhaps shame, and with only the briefest of glances at the mouse loyalists, he looked up at the monster that towered over him.

"Your... your grace," he said.

"Vuuuuuurst," groaned the spider queen.

"I—I am sorry. But..." Vurst drew his sword. He took a defensive stance, bravely putting himself between Vanestra and the mice. "I cannot allow this to continue. Your rule ends now, my queen."

Remove all rat warriors from the tile. Place a spider figure on the wedge shaped minion entry space in the top left corner of the tile to represent Vanestra in spider form, and place

Vurst on any one of the 3 spaces adjacent to her. Unlike normal boss minion rules, find only the Vanestra Stings initiative cards and add it to the initiative track in the next available slot, then continue play.

- 4 Special Rule: Clock Enclosure:** While on the clock space, figures can only be attacked by other figures also on the clock space.
- 5 Special Rule: Escaping:** When a mouse ends its turn on the flip space, remove that mouse figure from the tile. That mouse has escaped. Note: Captain Vurst does not escape from this tile, as he is attempting to keep Vanestra's attention while the mice escape.
- 6 Special Surge:** If a Surge occurs in the Queen's Chamber the hourglass moves normally. However no surge minions are placed, nor does Vurst's allegiance change.





Chapter Ten

Back in the Belly of the Beast

Choose a player to read the following aloud:

After seeing Collin off into the tunnels, Nez adjusted his belt and faced his companions.

"We be headin' back into the belly 'o the Beast," he said, "And there ain't no turnin' back. Changelings may not like fire, but a tinkerer reveres it plenty. I plan ta make tha biggest fire this ol' castle's ever seen." He explained to the party that they needed to create a disturbance powerful enough to draw Vanestra to the forge, but first they needed to wait until the clocks struck twelve. With their mission in mind, the mice set out to the guard room to find supplies of an explosive nature.



Chapter Objective

Nez must plant a Clockwork Grenade on the cog of the Beast to create the disturbance that will draw Vanestra into a trap.

Victory Condition

The mice win if they can detonate the bomb and clear the Forge of minions before the hourglass marker reaches the chapter end marker. *Note: If continuing onto Chapter 11, the 4 mice used in this chapter and the 2 mice used in the previous chapter can break the normal campaign rules and keep all equipped gear and cheese.*

Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 7 of the chapter track.

Party Setup

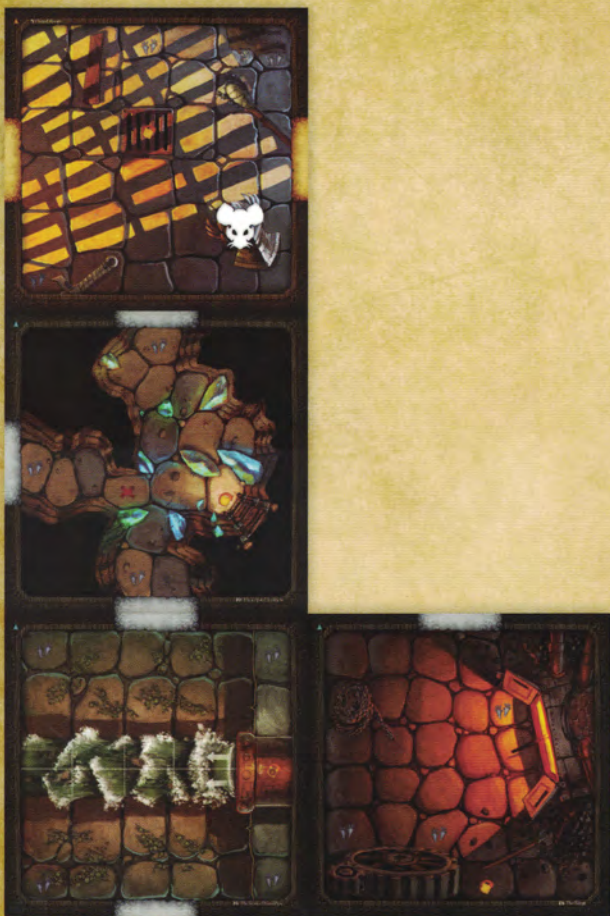
Select 4 mice to be in the party for this chapter. Collin and the other mouse chosen for chapter 9 cannot be chosen for this chapter. Nez must be one of the mice selected for this chapter. Nez starts with the Clockwork Grenade search card in his pack. (He will need to save this item for use in the Forge.)

Encounter Deck Setup

To build the encounter deck, shuffle and place all difficult encounter cards face down onto the encounter area on the story control board. Then shuffle and place 2 random standard encounter cards face down on top of that pile.

Room Tile Setup

Place the following 4 tiles as shown below: Guard Room, Crystal Tunnels, Sewer Drain Pipe, and the Forge.



Do not reveal an encounter card when starting this chapter. Instead, place the 4 mice on the helmet space on the Guard Room tile and place 4 rat warriors in the Guard Room normally (see *Placing Minions on the Board* on page 14 in the rulebook).

Special Chapter Rules

Queens Chamber

The mice cannot explore the Queen's Chamber in this chapter.

Guard Room



Whole tile:

1

1 Special Surge: 2 rat warriors.

Sewers



1 Special Rule: Leaving the Sewers: Before a mouse can use an explore action to leave the Sewer tile, all other mice must be on the same side of the water spaces as the exploring mouse.

2 Special Search (water spaces): Dinner Fork. (Note: The Dinner Fork will let the mice make a mouse-a-pult.)



Crystal Tunnels



Whole
tile:

1

- 1 Story Moment:** When the mice explore the Crystal Tunnels, choose a player to read the following aloud:

Suddenly, a ghostly vision appeared in the crystals, each facet relaying the same scene from a different angle. There in the crystals was a beautiful young woman, deathly ill, her pregnant belly raising up the covers of her bed. Members of Tilda's order tended to her, exchanging anxious glances with each other. A young man entered the vision and stood by the bedside. He knelt down, worry lining his face, and it could be seen that he was young King Andon. The sick woman turned to look upon him, and she smiled, though it pained her. She slid a ring with sapphires from her finger and passed it to the king, who shook his head. From out of the crystals came a ghostly voice.

"No, my love," said King Andon. "You need the protection of the ring. Keep it for you and the child."

"Silly man," the queen whispered. "The ring of my family does not protect its owner. It is for the owner to protect their loved ones. Take it with you, and return victorious to your wife and newborn babe."

And so he kissed her upon the brow, and the vision faded.

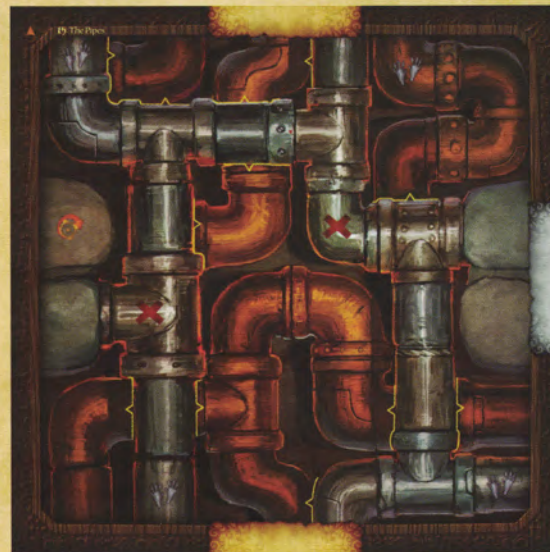
Alchemists Chamber



- 1 Special Search:** Any 1 scroll card. (Note: Scrolls allow the mice to do a variety of 1 use magic spells.)



The Pipes



Whole
tile:

1

2

- 1 Special Rule:** Entering the Forge from the Pipes Tile: A mouse can use an explore action to move from the Pipes tile to the Forge tile even though there is no matching color exit. To move from the Pipes to the Forge, place the pipe overlay token on the Forge tile in the empty space adjacent to the chain pile. Then place the mice on the pipe overlay. Treat the pipe overlay as a special area space.

- 2 **Special Search: Rest Spot.**
(Note: This card will heal the mice.)



The Forge



Whole tile:

1

2

3

4

- 1 **Story Moment:** When the mice explore the Forge, choose a player to read the following aloud:

The mice and their foes paused as they heard the loud, far-off chiming of a clock somewhere in the chambers above. Nez looked over to his companions and nodded his head.

- 2 **Special Rule: Planting the Bomb:** In place of a battle action Nez can discard the Clockwork Grenade when he is adjacent to the rat wheel to plant it on the wheel like a bomb.

- 3 **Special Rule/Story Moment: Detonating the Bomb:** After the bomb is placed, it may be detonated by any mouse on the tile in place of an action. When the bomb is detonated, place 6 rat warriors normally and choose a player to read the following aloud:

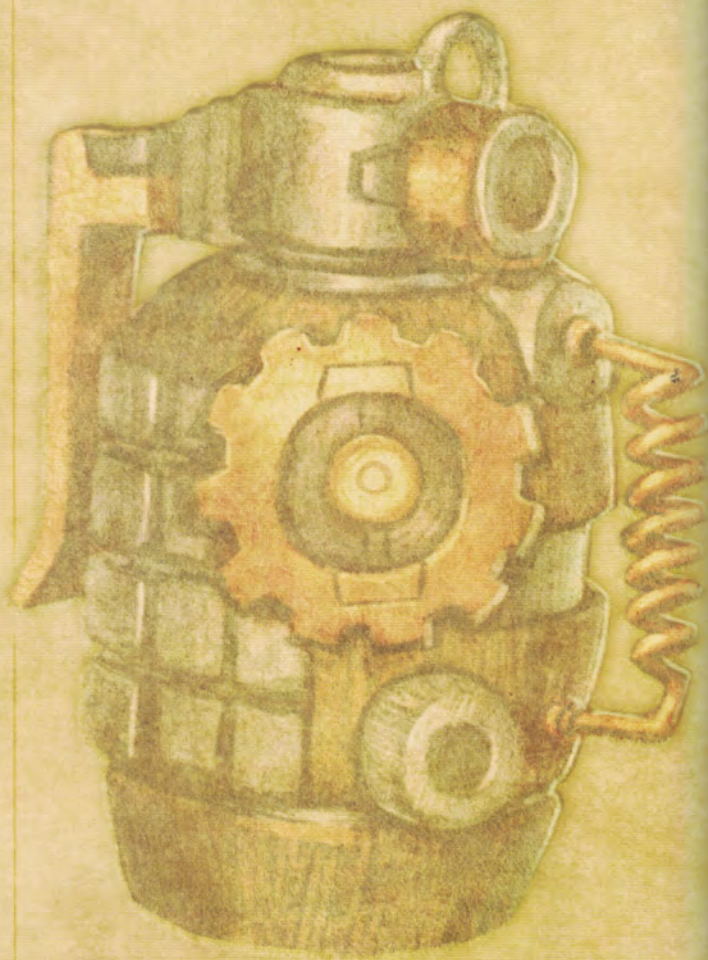


The small explosion tore through the dry wood of the wheel, blowing shards of burning wood through the air. The sound of the concussive blast echoed throughout the castle. The mighty wheel came to a jerking halt as its gears clogged with burning debris, and the worker rats on the wheel went flying.

From some unknown spot, high above within the castle, there came a horrific and unearthly scream of anger.

The hairs on Nez's neck and arms stood up, and he said, "I'd reckon somebody noticed that explosion. Can't say I'm lookin' forward to tha response, though." Snarling rats emerged from the shadow of the Beast, as well as from the far corners of the forge. The mice stood tail-to-tail and prepared themselves for the assault, as burning debris rained down from above.

- 4 **Special Surge:** If a surge occurs in the Forge, a piece of the blasted contraption has fallen to the ground. The mouse lowest on the initiative track, and any other figure(s) in the same space, each receive 1 automatic wound.





Chapter Eleven

The Final Conflagration

Choose a player to read the following aloud:

The battle for the forge was drawing to a close, with the mice gaining advantage over Vanestra's minions. The fire and the fierce determination of the loyalists was frightful to behold, and slowly the henchmen were forced back under the onslaught.

"For tha king!" Nez cried as a blow from his hammer sent a limp rat flying. There were frightened squeaks from across the forge, and Nez looked out to see Collin and his companion running towards them. "Steady now!" Nez called to the others. "We know what's comin', but we ain't the ones should be afraid. This is our castle, and tha monster that comes fer the prince is goin' to learn tha real meanin' of righteous fury!" In the bright glow of the raging fires, the forge seemed lit by a setting sun, and time slowed as Collin and the other returning mouse ran with all their might, casting long shadows across the floor.

And then they saw her. She came in a tangle of knobby legs - an enormous, alien monstrosity chasing after the mice. The firelight reflected off of her grotesque clusters of eyes, and she slid to a halt when faced with the burning ruin of all her handiwork. Her head jerked this way and that as she took in and assessed the damage done by Nez's bomb. A sickly, gurgling screech came from her throat, and Vanestra resumed her charge, her hideous legs clickety-clacking across the floor.

Chapter Objective

Defeat Vanestra and escape the castle.

Victory Condition

The mice win if all active mice can escape the castle before the hourglass reaches chapter end marker.



Defeat Condition

If the hourglass marker reaches the chapter end marker or if all mice that have not yet escaped are captured at the same time, the mice are defeated.

Chapter Setup

Chapter End

Place the chapter end marker on page 6 of the chapter track

Party Setup

All 6 mice are used in this chapter. In place of his normal starting weapon, Prince Collin starts this chapter with the Sorrow Blade and the Ring of Remembrance equipped.

Encounter Deck Setup

To build the encounter deck, shuffle the standard and difficult encounter cards together and place all of them face down onto the encounter area on the story control board.

Room Tile Setup

There are 2 ways to set up this chapter. If the players played Chapters 8 or 9 and have already saved the king in one of them, or if the players are playing this chapter as a standalone game session, use setup 1 below. If the players played Chapters 8 or 9 and have not already saved the king, use setup 2 below. Do not reveal an encounter card when starting this chapter. Instead place Nez and 3 mice on any space along the top edge of the Forge tile. Place Colin and the last mouse on any space as close to the center of the room as possible. Then place 3 rat warriors normally, and place Vanestra on the flip space.

Setup 1: Place the following 3 tiles as shown below: the Sewers, the Pipes, and the Forge.



Setup 2: Place the following 4 tiles as shown below: the Guard Room, the King's Chamber, the Pipes, and the Forge.



Special Chapter Rules

Saving the King: If the mice have not already saved the king in Chapter 8 or 9, they must do so now by making their way to the King's Chamber with the Vanestra's Brush story achievement token.

Ring of Remembrance: While Prince Collin has the Ring of Remembrance equipped, he is not affected by Sorrow Blade's legendary curse.

Vanestra's Patrols: Each time the mice explore a new tile or enter a tile for the first time, reveal 2 encounter cards instead of 1.

Minions Moving Across Tiles: Minions in this chapter may freely move from one tile to the next using connecting waterways. This special rule only applies to tiles that have water with a current. See the individual tile descriptions below for more information on tiles with connecting waterways.



The Forge



Whole tile:

2

3

4

6

- 1 Special Rule: Pipe Exit:** The first mouse to move onto the pile of chains reveals the pipe exit. Add the pipe exit marker to the board adjacent to the chain pile as shown.



The pipe exit cannot be placed on a space that is occupied. The mice may now climb from the chain pile onto the pipe exit as long as the Forge is clear of minions.

- 2 Special Rule: Vanestra:** Vanestra is the final boss of this story and has some extra rules on how she battles.

Vanestra's Initiative Cards: Vanestra has 4 initiative cards. After placing 2 initiative cards according to normal boss rules, place her other 2 cards face up, one each, on top of her cards that are already on the track. When one of Vanestra's cards is defeated, remove only the top card. You cannot remove a bottom card until both top cards have been defeated.

Vanestra and the Sorrow Blade: Vanestra is repelled by the mystic energies of the Sorrow Blade. When a mouse attacks Vanestra with the Sorrow Blade, if any hits are rolled in that attack (even if she defends against them), they may move Vanestra one space away from her attacker onto an adjacent normal space. If Vanestra is positioned in such a way that she cannot be moved away, she automatically receives 1 wound in addition to any wounds she might have received from the attack.

Vanestra and Range: When Vanestra takes a turn on one of her ranged initiative cards, she will move away from the mice toward the minion entry space near the furnace. If moving in this manner would cause her to end her move adjacent to any of the mice, then she does not move.

- 3 Special Rule: Sorrow Blade:** If Prince Collin is captured in the Forge, another mouse will pick up the Sorrow Blade and continue the fight. Pass the card to any other active mouse on the tile. That mouse can immediately equip it.



- 4 Story Moment:** Once all 4 of Vanestra's cards are defeated, remove her figure from the board, and choose a player to read the following out loud:

The mice pressed the attack, each striking at Vanestra when able in the hopes of wearing her down. The Sorrow Blade sang as it sliced through the air, and each slash Prince Collin unleashed sent Vanestra reeling backwards, bubbling ichor dripping from her wounds. Lily filled the changeling's eyes with arrows, and Maginos unleashed his most dire magics. Nez and Filch struck wherever an opening appeared, and Tilda struggled to keep her companions on their feet. Slowly, they forced Vanestra back towards the fires that raged within the ruin of the Beast.

Sensing defeat, the changeling witch reared up in desperation and began spewing thick cables of sticky webbing at the mice. But Collin was undeterred and, leaping forward, drove the Sorrow Blade deep into Vanestra's exposed thorax. The scream that erupted from her throat was hideous and painful, and the other mice fell back from the aural assault. Vanestra was now half in the fire, and with a great whooshing noise, lines of flame shot up her body--yet still she did not succumb. Collin cried out, for the Ring of Remembrance jerked itself loose, and on its own accord shot off of his finger and into the fires.

"No!" he cried, and suddenly the Sorrow Blade felt heavy in his hand, and it sent a feeling of cold, creeping dread up the arm that held it. But then from the fire burst a large hand, human but ethereal, and it grabbed hold of Vanestra. The changeling recoiled from the ghostly hand, but it did not let her go. And from the fire arose the ghostly shape of a woman. She was beautiful to behold, and she looked down upon Collin and smiled at him warmly. Before he could respond, the woman took hold of Vanestra and pulled the howling sorceress back into the fire. Vanestra screamed helplessly, and soon her entire body was engulfed in flame, and her eyes burst into fiery jelly that ran down her head. There was a brief struggle before the burning spider collapsed, and the mice

lost sight of it and the ghostly woman.

Suddenly a pipe exploded on the Beast's frame, and the wreckage began to rumble as burning steam forced its way out in hot jets.

"It's going to blow!" cried Tilda.

"This way!" yelled Maginos, and the mice ran with all their might towards the exit.

5 **Special Rule: Exit Blocked:** The mice cannot exit the Forge by way of the King's Tunnels as the fire blocks their route. They must use the Pipes instead.

6 **Special Surge:** 2 rat warriors.

The Pipes



Whole tile:

1

2

1 **Special Rule: Entering the Guard Room from the Pipes Tile:** When a Mouse Explores the exit leading from the Pipes into the Guard Room, instead of placing the mice on an exit space, place the pipe overlay token on the Guard Room tile in an empty space adjacent to the space with the sword hilt, then place the mice on the pipe overlay. Treat the pipe overlay as a special area space.

2 **Special Surge:** An explosion is heard in the castle bowels. A rush of flame shoots through the tile. Each figure on the tile is hit for one potential wound. Roll defense separately for each figure.

Guard Room



Whole tile:

2

1 **Special Search: Tinkerer's Treasure.** (Note: This card allows a tinkerer to grab any search card they desire.)



2 **Special Surge:** An explosion is heard in the castle bowels. A rush of flame shoots through the tile. Each figure on the tile is hit for one potential wound. Roll defense separately for each figure. Remove the pipes tile from the table. Any figures on the removed tile are considered captured or defeated.

King's Chamber



Whole tile:

1

3

1 **Special Rule/Story Moment: Save the King:** The mice must now use Vanestra's Brush to save the king. They may use the brush as long as Maginos is on the king's bed to transform the

king into a mouse and help him into the tunnels. Remove the Vanestra's Brush token from the party stash and add the King story achievement to the party stash. Advance the chapter end marker 2 pages on the chapter track and choose a player to read the following aloud:

There was an elaborate display of brilliant magic, and soon Maginos had turned King Andon into a scruffy white mouse. Nez picked the king up in his burly arms, and together the party found their way to the hole in the wall behind the pile of firewood.

2 **Special Rule: Exit Blocked:** The mice cannot exit the King's Chamber by way of the Guard Room as the fire blocks their route. They must use the flip space instead.

3 **Special Surge:** An explosion is heard in the castle bowels. A rush of flame shoots through the tile. Each figure on the tile is hit for one potential wound. Roll defense separately for each figure.

King's Tunnels



Whole tile:

2

1 **Special Rule: Leaving the King's Tunnels by Water:** The mice are attempting to escape the castle by using the water. Because of that, a mouse does not get captured if swept off the western edge of this tile by the water current. Instead, place that mouse on the next available water space on the adjacent Sewer tile. If this is the first mouse to enter that tile, reveal 2 encounter cards. That tile is now considered explored.

2 **Special Surge:** An explosion is heard in the castle bowels. A rush of flame shoots through the tile. Each figure on the tile is hit for one potential wound. Roll defense separately for each figure. Remove the Forge tile from the table. Any figures on the removed tile are considered captured or defeated.

Sewer Drain Pipe



Whole tile:

3

1 **Special Rule: Leaving the Drain Pipe Tile by Water:** The mice are attempting to escape the castle by using the water, because of that a mouse does not get captured if swept off this tile by the water current. Instead, place that mouse on the next available water space on the adjacent Sewer tile and if this is the first mouse to enter that tile, reveal 2 encounter cards. That tile is now considered explored.

2 **Special Search: Fishscale Armor.** (Note: This item will protect a mouse.)

3 **Special Surge:** An explosion is heard in the castle bowels. A rush of flame shoots through the tile. Each figure on the tile is hit for one potential wound. Roll defense separately for each figure. Remove the Forge tile from the table. Any figures on the removed tile are considered captured or defeated.



Sewer



1 **Special Rule: Leaving the Sewer Tile by Water:** The mice are attempting to escape the castle by using the water. Because of that, a mouse does not get captured if swept off this tile by the water current. Instead, place the mouse figure on its character card and remove its initiative card from the initiative track. That mouse has successfully escaped the castle.

2 **Special Surge:** An explosion is heard in the castle bowels. A rush of flame shoots through the tile. Each figure on the tile is hit for one potential wound. Roll defense separately for each figure. Remove the Sewer Drain Pipe tile from the table. Any figures on the removed tile are considered captured or defeated.





Epilogue

Choose a player to read the following aloud:

They were swept down what seemed like an endless network of drain pipes, filthy water surging around them, until all at once they were shot into the open night air. They each gave terrified squeaks before splashing down into the castle moat. They were exhausted and still had wounds that needed tending, so they swam in weary silence to a shallow bank. Filch was the first to make it out, having previously crossed many a moat under the cover of darkness, and he helped the others up. Nez came last, muttering that he had enough of swimming in this life.

The mice watched as their home burned into the night, the excitement of their victory tempered by watching the castle roof collapse into a swirling maelstrom of flame. Outside the castle was chaos as the encamped soldiers watched in confusion as towers came crashing down, and masses of rats swarmed from the castle in every direction. The mice slowly made their way around the castle until they were discovered with relief by a hunting party from Barksburg.

The old oak tree in the courtyard was safe. The section of the castle it grew near was largely untouched by the fires, and Collin and his friends arrived safely just before dawn. They were greeted by a celebratory crowd inside the city, and three deafening cheers were raised for the Heroes of Barksburg. The weeks that followed were bittersweet. The companions rested and their wounds were tended to. Everywhere they went they were feasted and toasts were made in their honor. But Collin could not stop thinking about Miz Maggie and his father, and he wondered if they were okay. And of course his thoughts turned to the kingdom. The people would need someone to rule them, and Collin could do nothing while still a mouse.

One night, when the moon was still high, Collin sneaked out of Barksburg and scaled the stone wall in



the courtyard. He looked out at the countryside that lay before him, and he felt a yearning deep within his breast for something he could not name. There was a squeak behind him, and turning he saw his friends climbing up onto the wall.

"The prince should not be out at night alone," chided Tilda.

"There's mean stuff out at night," said Filch. "I should know. I was one of them."

"Don't think we wouldn't know if you was sneakin' about," said Nez.

"Indeed, what kind of loyal retainers would we be?" wondered Maginos.

Lily crossed her arms and said, "I may not be human-born, but don't you dare try to have any adventures without me."

Collin smiled lovingly at them all and then nodded to the dark countryside that lay beyond the wall.

"It is time," he said. "There is still work to be done."

"Indeed," agreed Maginos. "Our story has only just begun."

